

# Blacklisted! 411

THE OFFICIAL HACKERS MAGAZINE!

This magazine is dedicated to the curious people who want to know the "inside" technical information regarding computers, BBS's, the telephone, cable and other utility companies and everything else nobody wants to talk about...or doesn't even KNOW about! Are you a hacker? Are you curious? Then you want to read this magazine!

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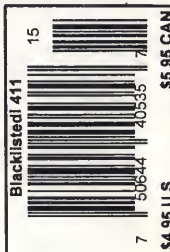


Cell sites. Cellular Telephone Cell Sites. Just about every city has at least two of these located within their city limits, with the exception of some little known towns out in the middle of BFE - but, hey.... they most likely don't even have electricity or a phone system, for that matter. Anyhow, the point is - most of us have these cell sites somewhere nearby....quietly taking cell phone calls, connecting people to other people....and some cellular provider is raking in the \$\$\$ as each call is made. Sometimes, you just have to wonder. WHY? Why do people make calls through these things if they're so damn expensive?

It's really very simple. Because it's different, it's useful and it's a way to impress people. Ego is probably the #1 reason why most non-business type people have a cell phone installed in their car or strapped onto their belt. The truth is, the use of cell phones is just TOO EXPENSIVE to the average Joe who wants one. Now, why are they expensive? It's a relatively new technology and the providers can get away with making people pay through the nose. Few people, in relation to total population, own a cellular telephone, so the subscriber charge must be high, to offset this low usage. Perhaps if every single person in the United States alone had and paid for use of a cellular phone, maybe the price would go down...but We don't suggest you holding your breath waiting for such a thing to take place. It will, unfortunately, probably never happen in our lifetime. Go figure. Another reason why prices are so high is due to what is known as "Cellular Hacking" in which someone or some group of people simply make unauthorized phone calls on a subscribers cell phone service. Either by theft of the actual phone OR by cloning a subscribers cell phone - with important information stored inside their cellular phone. Yes, it CAN be done...and it IS being done. It costs cell phone providers millions in losses each year. It's something to consider when purchasing that new Cell Phone!

## Inside this issue:

Power Meters, Cable News, COCOTs, Technical Support BBS Listing, Red Boxing, Telephone News, Software & Hardware Reviews, Gas Station Information Link, Email, The Marketplace, More on ATM's, Teleconference, BBS Spotlight!, Hackers Forum...and MORE!



# Blacklisted! 411

## On the Cover:

Pictured on the front cover is a cellular telephone cell site. This is the "antenna" used by cellular phone companies to connect subscribers cell phones into the telecommunications network. Every year, as cell phones get more and more popular amongst business people (large and small companies), the cell phone "dark side" is gaining just as much popularity. Cellular Phreaking has become very wide spread and is costing the cellular telephone service providers millions of dollars in lost revenue each year. People would like to believe that they're safe from this "phreaking"... which is simply not true. If you use a cellular telephone, someone...heck, anyone (with the proper knowledge) can "phreak" your cell phone. The term phreaking means the use of telephone service (or any service, really) from someone other than the subscriber with the intent to defraud the service provider. Not only is this extremely illegal and carry some hefty penalties, but it's also a huge nuisance to those subscribers who fall victim to this treachery. This type of theft is that of an anonymous person - the victim nor the thief having a "face." It's slick, clean and it's easy to do. You'd be surprised at what type of people do this sort of thing, really. The boy next door, your boss, the mailman, your teacher.....your dad? Who knows...and that's what is so appealing to people considering this. They can get away with something that is just as useful as is it exciting. It's so appealing to the tune of a few million dollars in cellular revenue losses each year. For the experience cellular phreaker, they can get away with this day after day after day and never be caught. That's right - NEVER! No matter how tough laws become. No matter what the penalties are. No matter what precautions are invoked. No matter what ridiculous incentive or bills fat pig politicians get passed, the fact is that this type of theft is here to STAY. Why is it? Let's put this in small words. Anything, no matter how secure it may be, will fall victim to people armed with knowledge!



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*xspOOk*

*....and a few anonymous people*

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**AND NOW FOR SOMETHING COMPLETELY DIFFERENT!**

# Introduction

Hi everyone! We're here with another issue of Blacklisted! 411. I'm sure all the veteran readers know all about the magazine, but for the new people joining the viewing audience, let's recap what this magazine is all about and where it came from...Read this once again:

This magazine is provided to the individuals out there who are interested in knowing more than they're supposed to, according to the powers that be. We would like to basically tell the powers, more or less, we are ALL entitled to, and have a right to free information. We are here to tell the people what they want to know. You wanted us, here we are.

Anyhow, we're nearing the end of our second volume. Yes, we've been here for nearly two years now. The first volume consisted of 12 whole issues. We decided to go to a quarterly format for our second year? Why? Distribution! We wanted more people to read what we had to say, so we concentrated on producing MORE copies for each issue. It's worked out very well for us - and our readers.

Originally, we came up with the magazine because we were all looking for a magazine which covered more than telephone hacking, etc. So, with a lot of work and such, we managed to produce our first issue of Blacklisted! 411 and had it on the shelves January, 1994. It was an exciting time for us.

Everyone who was around when we first came about knows exactly where our inspiration came from - 2600 Magazine. That's right! Anyhow, this is probably the one reason why our magazine does resemble 2600 so much.

Apparently this fact has upset a few people throughout the hacker community, including the originator/publisher/editor of 2600, himself - Emmanuel Goldstein. It was never our intent to become a "fake 2600" or anything of the such, and we are NOT such a magazine, but we can see how people notice the similarities and we are going to work very hard on changing our format enough to the point where you will not notice the similarities as well.

Emmanuel Goldstein (the editor of 2600) has always been a role model to us and for us to find out that he is very UNHAPPY with our magazine is less than comforting for us, to say the least. Our inspiration will always be from the trail he has left from his work over the last decade and we intend only to compliment his publication, not copy or emulate it in any way.

If you will take a moment to look over our magazine closely enough, you WILL see the differences in formats. We cover a much more broad topic base. For example, we cover power company activities, cable companies, etc. This is something that 2600 usually stays away from. Why? Well, a few years back when they DID try to cover such material, many people were upset with them and let them "have it" with both barrels! 2600 changed back to original topic. Phones!

For Emmanuel Goldstein. You probably have not seen many issues of our magazine. Stick with us and give us a chance. We're doing what we can to meet your demands. The marketplace has been changed back to its old name. "The Black Market" We're making the changes you require.

## Letter from the Editor

Hi again to all the devoted readers out there!! There's much to say and not a whole lot of room to cover everything thoroughly, so I'll get in as much as I can and try to keep it as simple for all of you as I possibly can.

Again, I would like to thank all of those of you who've been sending in articles, questions and advertising the magazine for us. You guys have been doing a great job! I would like to take this moment to personally thank Tom Farley, Editor and Publisher of "Private Line" for the recent effort on his part to promote our magazine at local 2600 meetings and such. We'd like to let all of you know that we, here at Blacklisted! 411, think he's a great dood. His magazine, again, is called "Private Line" and it's a bi-monthly production. We've seen them at Tower Records/Books, so that's one place to start the search for his magazine. You may contact him at: 5150 Fair Oaks Blvd. #101-348, Carmichael, CA 95608. Voice: (916)488-4231, Fax: (916)978-0810. Subscriptions to Private Line is \$24/yr. for 6 issues. Tell him Blacklisted! sent ya!

It appears that there has been quite a bit of discussion (for lack of a friendlier term) about our magazine on alt.2600 and alt.zines recently. There are those who think our magazine "sucks" more or less, and that's fine. Everyone is entitled to their opinion and we're not out to make EVERYONE happy, because, in all honesty, it's simply impossible. The devoted readers of our magazine know that we're here to help you out the best we can - that's all. We're making no promises of being better than any other magazine, nor are we gloating about ourselves in any way. Let's get on with this. Many people posted their hatred for the magazine in the usenet sub and, because of that very fact, many people called in to subscribe - thank you. Anyhow, people stated that

"Blacklisted sucks" and things along those lines, etc. Well, maybe we do. We don't think so, but you might...? Allegations were made about our integrity and particularly lead to the accusation of plagiarism, which is clearly unwarranted and untrue. With a lot of thought about this and reading over the messages, we understand where this line of thought originated and why it might make sense to anyone who came up with it. Let us describe it a bit more.

The first allegation was that we were plagiarizing material, "taking it from 2600 and printing it without proper credit given." We deny this statement entirely. We never took material out of ANY magazine and reprinted it. Here's the example. It was stated that our April 1995 issue's 5ESS article was a clear act of this crime. Why? Apparently this same article was printed in an Issue of 2600, Phrack! and HackTic, which we completely unaware of, as we find it very difficult to check the origin of every single article submitted to our office. Anyhow, the claim goes on to state that we gave no credit to the author nor the magazine it was in, etc. First of all, we did NOT steal any material. Someone submitted this article to us, claiming to be the author of said article. The fact is, the person who submitted the article asked to remain anonymous, which we honored and did not include his name with the article. We will state at this time that "WE" did not write this article. Yes, it was submitted...and printed. As for it being in an issue of 2600, Phrack! and HackTic as said previously, we were not aware of this, it was not our intent to steal or plagiarize any material. Now what? It was a submission and we printed it. That's all there is to it. We're sorry if it offended anyone at all. We would like to confirm that the article was, in fact, in those other publications, but we still have not seen it ourselves, so you figure it out. If you take a look at the material

in that article, it appears to be more of a technical manual than an article. Anyhow, we're going to watch our submissions a little more closely. We'd love to work out a "trade arrangement" with 2600 to avoid this crap in the future, but that's most unlikely at this point, given the whole attitude of the people involved, but we would like to talk about it, if at all possible.

The subject of the marketplace ads. It was stated that we placed advertisements taken out of 2600 magazine for people/companies without their permission. When we first added the marketplace section in the Volume 1, Issue 7 copy of Blacklisted! 411, we wanted to have a HUGE marketplace for people to browse through. Since we could not generate a large enough base of marketplace advertisements, we DID search through other magazines of similar format (including 2600 and Nuts & Volts and a few others) picked out ads we felt were appropriate and commenced to contact each one of these advertisers, explaining to them that they were going to be getting FREE advertising. Nearly every single one of them agreed to it. Hell, why not? It's FREE!! Anyhow, there were a few who did not want to commit to free advertising, so we left them out of our magazine. IF we mistakenly printed any advertising that was not wanted, again we apologize - but nobody has since bothered to say, "Hey! Don't advertise!" Never was it our ill intent to get MORE advertising with this addition of a large amount of "free" advertising. This was done so our readers would have a lot of manufacturers to call. It's pretty dry when you don't have any cool advertising to read over, so we swallowed the cost and gave it to a select group of advertisers for free. Next?

As for what we think about this whole thing - we're not really upset over it or anything, as we know that misunderstandings are easy to come by if things are not "spelled" out perfectly and our magazine does have an uncanny resemblance to 2600 - which we are attempting to alter. I suppose it was easy to let our magazine look a lot like 2600 over the last year or so, considering the fact that 2600 was our original inspiration, but again, we're not trying to copy them in any way. In this issue, we've bothered to change many things which were a concern of 2600's editor. The marketplace was touched up slightly, and ALL the advertisers were contacted. We've also decided to make it known when a person submits an article anonymously. We've changed some (a lot) of our "text boxes" to give a different appearance...we reworded a lot of in house advertising, we even took the time to use even MORE text font types. I would like, however, to mention that our magazine covers a LOT more subjects, we use MANY more text font types, we use smaller text sizes throughout most of the pages within the magazine...etc., etc., etc...Anyhow, I certainly hope that Mr. Emmanuel Goldstein would be willing to speak on a non-destructive level with us about any such misunderstandings or concerns in the future. As we've said a million times before, we're not out to step on any toes or stab anyone in the back. We're here to pass information along to those people who do not have easy access to the information which some people may have readily access to. We hope to coexist with the other hacker magazines out there.

**Blacklisted! 411**

After all, we ARE all on the same side, believe it or not. Anyhow, I believe that about covers the Blacklisted conspiracy for now.

The DEF CON III "Alternative Computer Convention" will be located at the Tropicana Hotel in Las Vegas Friday August 4th through Sunday the 6th. Dark Tangent is the one running the show, if you're not familiar with him. He's a pretty decent person. It'll cost ya \$30 to attend if ya pay in advance or \$40 at the door. There will be a Virtual World event on Friday afternoon, so you won't wanna miss out on that one! Check it out, people. It looks like there will be a lot going on over the weekend. Anyhow, take all the notes you can and be sure to send them in ASAP. I will be sending in a few people to look things over and report back to us, but I'd love to hear what ALL of you have to say about it! Ready for this? Def Con voice system: (801)855-3326, Fax: (206)453-9567 and VMB: (206)453-1006. Call them!

We're getting closer and closer to our third year of existence, now. Blacklisted! 411 has been exciting, to say the least. Summer is here and that hacker spirit is at an all time high with the sun, the beaches close by, all those telephones in use, the cable trucks roaming around, utility men kicking back above our very homes while installing some service, etc. It's pretty damn cool, people. Anyhow, with the third year creeping up on us, all of us at Blacklisted! 411 Magazine wanted to say "thanks!" to all of the people who've been gracious enough to help us out and cheer us on.

You might notice that we have a few more pages devoted to the Amiga computer in this issue. Many of our readers have been pounding us non-stop for more info on the Amiga Computer line, so this is our first real attempt at it. Major Coyote has joined the staff and is in "charge" of the Amiga section of Blacklisted! 411 from now on.

Let's see here. We do get a lot of questions by phone and the #1 problem we have to deal with when we get questions in this manner is the fact that we usually do not know how to spell the alias given. It'd be a good idea to SPELL out your alias when you phone in any questions. Just a thought.

Last but not least, I'm going to mention a tiny bit about display advertising. If YOU have a display ad for us to print and you want the best possible reproduction quality, I suggest that you submit your artwork in FILE format, rather than on paper. We can accept nearly any file format. Just make sure it's on an IBM formatted diskette and try to stick with the more popular file formats, such as TIF, PSD, PCX, etc.. If you have any questions about this particular area, please take the time to call in your questions before making any decisions.

Ok. That about sums up everything we (I) needed to say. So, keep sending in all those questions, comments, complaints and such. Don't forget to keep mentioning the magazine to people when you have the time. Try to keep out of trouble, if at all possible! Have a bitchen' summer and we'll see you in the next issue of Blacklisted! 411!! THANKS! Until next time, happy hacking.

**Zachary Blackstone - Editor**



# Feedback!

## Blacklisted 411,

Upon reading your "Questions and Answers" section in the April 1995 issue, I spotted two problems. First off, someone named "Trapped" wrote in saying that he was receiving disturbing anonymous phone calls and he wanted to catch the person making the calls. Your advice was to install call return. This is a very simple solution to a much harder problem. Did it ever occur to you that the nefarious individual placing the calls would have blocked call return, not only will the person you are calling be unable to use the "69 method, your number would not show up on their caller id box either. Therefore there is no way that your advice would work under these circumstances. Now onto my next point. It was dishonest of you to let "German" believe that it was you who came up with the "Hallmark Redbox" idea. Maybe you republished the plans for the box, but we all know that the plans were originally disclosed in the autumn 1994 issue of 2600. I like your magazine but in the future try to be more accurate and honest in your replies to clueless readers who write in! L8a

*The Photon Messiah*

*We just have to comment on this one. We agree with your first point - and it's well taken. We considered the alternatives and we decided to give the most simple possible solutions. If you have anything to add that may help "Trapped" by all means, please let us in on your advice. We'd love to read your point of view on the subject. As for the second point, we must disagree with you. Did you read any of the first volume issues? If not, let us tell you about them. First, we had 12 issues. Yes, 12. One for each month. Our plans for the "Hallmark Redbox" were printed in the February issue, which was clearly printed 1-2 months BEFORE the 2600 version of the "Hallmark Redbox." It's alright, you did not know about it, obviously. We'd be happy to sell you a copy of that issue when we print up a batch of first volume back issues, just to settle your mind on who had it first, etc., etc.. We believe that if you had read the earlier issues of our magazine, you'd be prepared to make correct statements concerning such items. Don't get us wrong - we like to know what our readers think - and we like to correct small misunderstandings such as this one. We're glad you like the magazine and we will continue to do our best to inform our readers with the best answers we feel are appropriate AND to be just as honest as we've always been. We're about as point-blank as they come. Thanks for the feedback, Photon Messiah! We appreciate it much!*

## Dear Blacklisted! 411,

Your publication is simply the very best there is to find in the hacker's world. Keep up the good work.

*A.Pagan - Elizabeth, NJ*

## Dear Blacklisted! 411,

Hey dickwads!! I've been slacking off for the last few days and taking a break, but I figured you guys were lonely over there since nobody buys your shitty magazine. I think you guys SUCK! I don't EVER want to see your useless magazine at my newsstand again. Unless you fascist pigs of society don't stop making that piece of shit magazine, expect to hear from me every single day!

*No Name left, so we'll call him BOB!*

*I guess this means we'll be hearing from BOB a lot more. Yes, that's right. We're still printing our piece of shit magazine - whether you like it or not!*

## Dear Blacklisted! 411,

I heard about your magazine on alt.2600 and they were going on and on about your magazine. I can see why some of them said what they did, but I happen to like it. It's not really like 2600, but that's alright. A different viewpoint is alright. Oh, and I wanted to tell you that I do NOT like the section on UFO's. That was pretty lame

*Jolt - Unknown*

## Dear Blacklisted! 411,

The guys on alt.2600 have been arguing about your magazine for a little while now. I don't what their problem is. I thought 2600 was pretty cool until I saw that bit from Emmanuel Goldstein. I think you should send him some of your first volume copies. I think that would clear up some of the problems. Are you guys pissed off at him for spending all that time to make you guys look bad? Well, he wasn't very vicious but he didn't sound too happy about you guys. What are you going to do? I'm not sure what to think about this crap.

*Unknown*

*Hold on a sec. We wrote a small bit concerning this in the letter from the editor section. Don't worry about Emmanuel. We hope to clear all of this up and be happy people, etc. He's been a wonderful inspiration to many people over the years, us included. He's really a very cool guy and this happens to be one of those times where life becomes a bit testing. And, no, we're not pissed off at him. He has the right to his viewpoint just like everyone else - we just hope we can clear this up before it gets out of hand.*

## Dear Blacklisted! 411,

Ok. I've heard that you guys suck. I heard that your magazine was great! So, I decided to find out for myself. I looked around the local places where I find (ahem) 2600 but I could not find your magazine, so I faxed you (as you already know) and asked for information on your publication. I was very happy to find your information packet in my mailbox 2 days later. Your little cover copy idea was cool. Anyhow, you've got a new reader. I like your magazine very much. Thanks for your time.

*Dazzle - Clearwater, FL*

## Dear Blacklisted! 411,

I never heard of your magazine before. I happened to notice it recently while I was visiting a Tower Records in my area. I enjoyed reading it and had to say a few things. I like your info on the cellular phones and the questions and answers section. I found them useful. However, I did not like your UFO piece nor did I like the bit on the 5ESS. It was very confusing to say the least. While I'm on the topic of dislikes, I did not particularly like the BBS listing. Overall, I do like your magazine and I will probably purchase your next issue. I wanted to give you a little feedback from a reader. Have a good one!

*Dragon - Provo, UT*

## Dear Blacklisted! 411,

I just wanted to say that I think your magazine sucks!

*Unknown*

*Why is it that all the ones who think we suck won't say who they are? WHY does it suck? Elaborate. Maybe we can live up to your standards. We need to know what areas to work on so we won't suck so much the next time you pick up a copy of our magazine! :)*

## Dear Blacklisted! 411,

Have you read all the talk about Blacklisted on alt.2600? It's way out of hand and many people are coming down on you for various reasons. Most of them just say it sucks, with no elaboration. There's one guy who's making some decent points and another who's defending your magazine. I don't want to join in on the fun on the internet, but I'd just like to say to you guys personally that I think you have a wonderful publication and I hope you don't decide to leave us in the dust. 2600 is a great magazine, but so is yours. I honestly hope that the two of you can exist peacefully. No need for any flame wars or such. We're all on the same side, you know. Great magazine!

*Avid Reader of Blacklisted - Mt. Laurel, NJ*

# SIMPLE VOICE MAIL HACKING

By: Lunatic Logic & D-CrYPT

So you want an easy way to stay in touch? Tired of people calling you at all hours of the day? Astounded by the outrageous prices different services can charge? Well, then for these and many other reasons you NEED to read this article. Well, basically what this is about is how to hack voice-mail. Voice-mail is a very handy tool that can be used in many different ways. Voice-mail is a VERY SIMPLE operation that can be performed from a touch tone phone. Usually how this works is someone who wants to leave you a message or get in touch with you calls a number which is usually a 1-800 number, but there are some voice-mail boxes (VMB's) that have direct dial numbers. After the person calls the number, the person then dials in the voice-mail box number and is then able to leave a message in that slot. What happens is that when a person wants to get his/hers messages they just dial up the same 1-800 number and enters their voice-mail box number and then they enter their personal code (password, PIN, etc.). After this is done, they can do things such as changing their outgoing message, password, save messages, delete messages, forward their number, etc. If you think this sounds hard...well, it's not. It is a very simple process. One thing that makes this so simple is that there is voice prompting with many of these services which guides one along with everything you do and explains everything that is going on (prerecorded message, much like the newer digital all voice prompting answering machines). Oh, and you don't have to worry about the "voice" telling you something similar to "You are an unauthorized user and are being traced...and we're coming to fry your ass!" In most cases (unless they are suspicious and are pulling a sting) they won't pull an ANI - you'll just get an error message, instead. We will provide an example experience with a VMB number made up of variables (we're not giving out the numbers to any systems we know).

1. We dial the number: Enter: 1-800-XXX-XXXX
2. We hear some type of message. It may present options or it may simply be a recording telling us to leave a message or to enter a VMB number.
3. Now we usually have to hit a button like star or pound—but this is not always the case. Enter: (pound or star —# or \*)
- \*\*Note - along the way you will most likely be presented options and instructions\*\*
4. We enter the number of the box we want to A) leave a message on, B) access. These number are usually three or four digits long. Enter: XXX
5. Here is where the fun begins. Usually, here is where we would just leave a message for a person but instead we will do something else. Just do the same as above but when you hear the recorded message, enter: star(\*) or pound (#) or whatever. You most likely will NOT be prompted during the recorded message about whether to hit star, pound or another button, but it is usually star or pound. Then it will ask you for your password. You then type what you believe the password is and then hit star (or whatever it tell you to hit). It will inform you if you guessed correctly or if you did not guess correctly. If you did correctly enter in the password, then you will be able to access all the normal capabilities of the VMB.
6. From here on you will be able to change the password, modify the outgoing message, etc.

**Password Guessing:** To access a VMB you will need the password. There are a few basic techniques but nothing sure-fire. Sometimes the password will be a simple number like 1000, 2000, etc. Or it may be the same as the box number. We suggest that you find a pattern on the VMB system to what the passwords are—maybe they all are three digits and begin with 5, etc. Of course if you find yourself with an overwhelming amount of time, you can always resort to the good ol' brute force method.

A few useful things we have found to do with VMB systems are: You can give a voice number that you can be reached at to complete strangers. You can be cooler than all your lame friends at school. \*\*Note: We definitely DO NOT recommend giving your VMB # out to every punk you see on the street (including most of your classmates!).\*\* This is for more than one reason. You might get a box flooded with prank messages left by some loser who had the time to flame your newly acquired mail box. Or it may be flooded by legit messages from people who want to reach you cause yer so cool <G>. Also, once your VMB # gets out, it will spread like wildfire! You want to impress a girl and give it to a few people at the mall. Next thing you know, your snotty little brother knows! Your whole school knows! Elvis knows, your mama and pops know, Connie Chung on the fuckin' 6 O'Clock news knows and most importantly, the authorities know. Ma Bell, the police, your called principal and a number of other power figures now look on you in a different light. This is why we say that the worst mistake a VMB hacker makes is doing a little "spreading around" a.k.a. bragging a.k.a. "screwing of oneself." Also, everyone will want you to hack them up a spiffy new VMB. You get the point.

Another use is setting up little "cheap" VMB services. Or if you have some type of small business, you can make it look all professional (which we know it's not) by having a VMB. We don't recommend this for any real business you might have because we doubt it will make you look very professional if it gets out that the VMB you were using was a hacked one. It's more life if you feel like dealing red boxes to the community or are selling some other type of illicit service. Or have a fun mail order system!

There are too many reasons to describe, but we hope that you will be creative enough to come up with them. This is intended only as an introduction and basic summary of the wonderful world of VMB hacking. If your curiosity pulls you further, we suggest soaking up more specific information on different specifics. Suggested reading is: Phrack, Volume 2, Issue 11, File 4—Hacking Voice Mail Systems by Black Knight. This is available at the ftp site <ftp.uu.net/doc/literary/obi/Phracks>

We hope that for all the people not familiar with VMB hacking this has served as an easy to understand intro into the basic techniques of VMB hacking. And for all you seasoned phreaks and hackers out there, this review of old news has perhaps provided new insight on old material. And if not, maybe it has been a fun read. HAPPY HAX!!!!—Lunatic Logic & D-CrYPT

The staff here at Blacklisted! 411 would like to add a small bit of info to this, while we have the chance. Of course this is old news and such, we still have some comments for those who never knew about this or maybe never bothered with it. Common passwords used on VMB systems are repeat numbers such as: 1111, 2222, 3333, 4444, etc.. Consecutive numbers such as: 1234, 2345, 3456, 4567, etc. Birthdates (in MMDDYY form) such as: 010178, 030669, 122573, etc. We must mention that we have noted VMB "passwords" to be of any length from 4-16 digits long, although 4 and 6 digit passwords tend to be the most popular.

**Blacklisted! 411**

Dear Blacklisted 411,  
GTE Aircraft Telephones: Great and excellent magazine of yours. I do a lot of constant flying around the nation. Two years ago, someone lost a visa credit card in a parking lot near home. I picked it up and it has been my key to free phone calls from any airborne GTE phone, ever since. Any old credit card works fine. Just don't give any key personal data over the phone. Good talk!

Thanks for sharing this info with all of our readers. We would never suggest credit card fraud as a method of making a phone call, as the call "could" ultimately be traced to the originator by way of the person called. Hey, do you remember who called you or such and such? There might be a REWARD if you can tell us." Anyway, the idea of MONEY can make anyone squeal. Besides, credit card fraud is <ahem> illegal, hah! Anyhow you need to not give any personal info over the phone is justified for all of the reasons stated above. We were unaware of the GTE Aircraft Telephones and their workings. Good to know this info, actually, thanks much. If you have any other info to submit, please do so, as we find it interesting and it is of interest.

Blacklisted! 411  
I have been having trouble using the BBS numbers in your new issue. I was wondering if you could send me detailed info on using them. In the past, I have used them with no problem.

Well, Brad... We're not sure exactly WHAT you're having trouble with, precisely. Are you completely unfamiliar with BBSing or are you having trouble connecting a few of them? Anyhow, if you've ever made a data call before, the same measures should be followed here. They're BBS's just like every other BBS you've called (If you've called any, that is). Ok, assuming you've never made a call before, these numbers are used to place a phone call with your computer, using your MODEM (if you have one) to a remote computer somewhere else. You can read/write public/private messages, upload and download files (essentially, copying of files, more or less), etc. It's quite fun for the newbie. What you need to do is: locate some type of terminal software for your platform computer (ie, Telex, Terminate or Telemate for IBM - NComm, baud Bandit or JRCcomm for the Amiga - 33? for the Mac, etc.) Once you get the terminal software, refer to the help files to set the program up for your modem. Next, make the call with your modem... wait for the connect and away you go. Just follow along with the prompts that follow once a connect has been made. If you need specific help, please request a specific topic.

Blacklisted! 411  
In the movie, "War Games," Matthew Broderick is able to trick a telephone into giving him a free call with a soda can pull tab & trick an electronic lock into opening with a tape recorder. Are these plausible? Can you explain them? Devoted reader in Cambridge, MA. Please use larger text in future issues. P.P.S. What's a COBOL?

Ok, here we go... By the way, we really do love this movie... it's one of our favorites over here... All of the details of the stuff they do within that movie may not be entirely correct, but when you overlook those minor (HUGE) details, it's a fun movie to watch. Anyhow, on to your questions. It is entirely possible to "fool" a payphone into giving you a free phone call - in essence, making the phone believe you inserted money when, in fact, you did not do so. The method Matthew used to achieve this is unknown. Apparently there has been many reports over the last decade that it IS possible, but "I" have never been able to reproduce this feat, so I would have to say that we've not been able to do it, but it COULD be possible

with certain types of payphones, perhaps. We cannot deny that possibility and say that it's completely impossible for such a thing to be done. Hell, it's probably done every day out in BFE, USA somewhere and we know nothing about it (readers, if you DO know anything about this, feel free to say something!)

The next question: \* Matthew tricked an electronic lock into opening with a tape recorder. Now, again, this is entirely possible given the information we had at the time of watching the movie. You can clearly hear in the movie that the keypunches did, in fact, create a DTMF tone with each push. A recording of those tones would most likely be readily acceptable into the input of the electronic switch. However, it was a very crude, CRUDE example and there was no isolation used, etc. Anyhow, I doubt very much that NORAD would be using such crappy security locks on their detention (looked more like a medical unit) cells. Every single electronic lock that we've worked with never EVER used DTMF tones to operate the switching action. However, we do know there exists switching devices that DO use DTMF tones (over the phone lines or over Amateur radio audio patches) to operate. Given the type of switch used in the movie (a DTMF operated switch) it was possible to trick it as done in the movie... however, unlikely that the real world uses such locks in locations such as the one in the movie. Explanation: In the movie, the switch used DTMF (Dual Tone, Multi Frequency) tones (such as the tones made when you push keys on your telephone) these tones, in turn, operate the switch. The switch is "listening" for those tones. When it hears the proper sequence, it opens up. Now, simply recording these tones would suffice in fooling the switch. Record the tones and then play them back... it'll be nearly the same as keying in the tones by hand... That's it. Try this: next time you make a call, figure out a way to RECORD the tones you're dialing. When done, play the tones into the mouthpiece at a later time. If you recorded them with any clarity and play them back with little distortion and high enough audio level, the call should be placed as if you just dialed it by hand. Pretty neat! haha... This is how people used to (and still do, actually) place redbox phone calls. They record the coin insertion tones and then play them back into the mouthpiece of a payphone somewhere. Although many phone companies have caught onto this and it no longer works as the mouthpiece is shut OFF until a coin is inserted, at which time you CAN use the recorded tones. Fun! Doesn't always work, as there is always someone doing something new to stop call fraud. Ok, as for larger text in the future? We'll work on it. We have to cram a LOT of stuff on these pages, larger text would seriously cut into the content quantity. We'll see about it, though. A COBOL is a Customer Owned coin Operated Telephone... it's a payphone that you or I or anyone can purchase, pop onto a phone line and make money with it. These phones can be found all over the states, and they are not operated by the phone companies... They are privately owned and operated... That's about it. Happy hacking!

Dear 411,  
Hey, one quick question: does the phone company still have any REMOTE numbers in service? Great magazine, keep it up!

REMOBS... Remote Observation System - for those who don't know the term... Well, now, we do not know of any still in existence, actually... BUT, it is entirely possible that some phone companies still have them available. With all the ESS upgrades and GTD software upgrades, it's most likely that most of the previously available remote observation system numbers are inactive or not "easily" access as they once were. I cannot verify or deny the existence of such numbers, since there are so many phone companies running under so many different switches, softwares, etc. I would like to say, though, that it's not unlikely they do not exist somewhere in the states or some other country. Personally, it'd be nice to

How to handle pepper spray! (A great tool that allows you to "shoot first and ask questions later" because it only temporarily disables

Please go to next page...



have a few of them handy for a little eavesdropping, of course. For those readers who do not know what a REMOBS is - more or less, it's a system within a phone service which allows anyone possessing the proper access numbers (and codes, possibly) the ability of "listening in" on any subscribers phone line without the subscribers knowledge. The phone companies would like to deny that these ever existed, but the plain truth is that they did, and possibly STILL do. If you know anything about the up-to-date info on REMOBS, please feel free to advise us on it. We'd appreciate it very much.

Dear 411,

You guys have a great mag! Keep up the good work. I need info on ALL BOX'S. Red, blue, chrome, etc..... I need to know what they all do, and how to build them. And I also heard that the Radio Shack Auto Tone Dialer is great for hacking. What does it do? I'm new to all this stuff so any help is great. Thanks again.

Ken

Well, that's a tall order and, quite frankly, we cannot devote the space to completely explain how to build them, etc... so, we'll try to answer you the best we can, ok? The red box is the term used to describe a device which, when used correctly, will "fool" a payphone into thinking a person has inserted coins for a call when, in fact, there were NO coins inserted. You see, on phone company payphones, the phones themselves do NOT count the money or any such thing... what happens is that when a coin is inserted a tone is generated and sent to the main office for processing, then the main office sends a signal back to the phone, telling it if it can or cannot make a call, etc. This is, of course, all done automatically. Now, when a nickel is inserted, a short tone is generated...when a dime is inserted, two short tones are generated.....when a quarter is inserted, 5 short tones are generated...If these tones can be reproduced by some other method, it can be used to fake out the payphone into thinking it just gobbled up some coinage. Anyhow, it's the job of a redbox to reproduce these tones. Most popular is reproducing the sound of the quarter insertion. There are many ways this can be done.. Anything from recording the sounds with a portable tape recording device and later playing it back into the mouthpiece of a payphone - to - making a completely devoted circuit who's sole purpose is to make the correct tones which imitate the proper coin insertion tones - to - refitting autodialers to work as call fraud devices. Anyhow, the simplest method was the last one mentioned. This is how it's done: Locate a Radio Shack pocket auto dialer. (This is also answering your question regarding the Radio Shack tone dialer, by the way) Next, locate a 6.5536MHz crystal. Open up the tone dialer, replace the crystal inside with the new 6.5536Mhz crystal (this will require soldering skills - minimal) Put it all back together. Program the autodialer with 5 #s (pounds) in one of the program keys. There you have it! A red box, sort of. It'll work for the most part. Be aware, though, that it's easy to spot these suckers over at the phone company. Why? The timing is not absolutely precise and the audio level "is" rather high - this can be remedied by placing a thin piece of paper over the speaker on the backside of the pocket autodialer or placing a resistor (unknown value) in series with the speaker to cut volume down a bit. This dialer will work on most of the GTE and PacBell payphones in the Southern California area. Also, a lot of the payphones have the mouthpiece turned "off" until a coin is inserted and the phone company can check, at any time, to see if there has been an actual physical coin dropped into it... so, it's a good idea to drop a nickel or something into the machine before red boxing, just for safe measure.

Blue Boxes...This one is HUGE. More or less, they were used (and still are in some instances) to gain direct access into the telephone network, becoming an operator or sorts, allowing one to place calls anywhere, routing them just about any WAY they wanted to.. I won't get into describing this one, because there's just too much to cover right now, but we will print an article devoted to it, soon. I will say that it's damn hard to get away trying to Blue Box, though. Don't even try it if you're unfamiliar with it. It's just a bad idea. Chrome boxes.

Ok, you know when an emergency vehicle (such as an ambulance or firetruck) has its lights flashing and its siren wailing as it goes down the street? Well, one of those many flashing lights is somewhat like a "strobe light" for the most part.. and its job is to tell traffic signals to turn the light GREEN for them so they can pass through quickly. Some places use infrared signalling to control this "chrome box" phenomenon. We have traffic signal emergency vehicle detection devices located sporadically throughout our area. Apparently, there isn't any set standard for it around here. The chrome box receiving end can usually be found atop the center traffic signals. I have no specs on making a chrome box at this time, but I've heard that sometimes it's as simple as flashing your headlights a few times or purchasing a RadioShack strobe light (if they still sell them) and modifying it slightly - or not at all. Who knows.. There are many other "boxes" but these are the most common and the most popular. "Some" of the other "boxes" talked about over the years are nothing more than someone's imagination - and a terrible one, at that. Ok, if ANYONE has any specific info on chrome boxes or feels like handling an article on Blue Boxes for us, write us soon.. Oh, and if you've already submitted it to another magazine, let us know so we won't have to take a beating over it. Thanks.

Hey 411,

Why don't you run an article on computer viruses? Since much of the ignorant public is in an uproar about killer computer viruses, why don't you enlighten them on what they can/can't do. How they're made, etc.....Whatever.

Meatcleaver

You're right! Most of the unenlightened public is either scared to death of these "killer viruses" or has absolutely no clue about viruses until, one day, their hard drive is missing a few hundred megs of data, etc. We ran an article on them last year, but I suppose it's about time to run another to keep people up to date. We'll see what we can do.. Possibly listing the more popular (and maybe the more obscure) viruses and what they do, how to avoid them, recover from them, etc. We "will" run an up-to-date article on them soon. Thanks for the idea! (To all readers. Again, if you feel like writing on the topic, do it... and contact us! - thanks)

Blacklisted 411,

First, let me compliment you on your fine mag. My first issue is the April issue, found while out on routine book patrol. The cover, featuring a open access box, brought back some memories. A few years ago, I was Electrical Maintenance (drone)at a small college. Each dorm had such a access panel. Most were simply mounted on a piece of plywood on the wall of each dorm's mechanical room. None of them were locked, and a couple didn't even have doors! Cable distribution boxes were usually mounted on the same chunk of plywood. Those of you attending smaller, semi-rural colleges might want to investigate this.

A couple of tired old hacks worth mentioning simply because they can be done cheap. Old TVs with channels 70-83 are in the 800Mhz range, and theoretically could be used with cell phones. I'd suggest using a broadband RF preamp with it. I live in a rural area(bonies)and my experiments with it turned up nada, but those of you in urban areas might want to try it. Little electronic "voice memo" units are available cheap at places like "Best Buys" and at some toy stores. These are more durable than the Hallmark card, and are ready to go. Instant red box. On the subject of red boxes, a co-worker some years ago(circa 1986) built one into a small boom box, equipping it with a reed switch to activate it (pass a magnet over the switch to activate) An invisible red box. Most boom boxes have plenty of empty space inside.

ON chrome boxes. Does the traffic light sensor respond only to visible light? Xenon strobes are rich in W, and if the sensor can detect UV, why not put a photographic W filter over the strobe, rendering it "invisible"? It would seem to me that a plain old strobe would get noticed.

Keep up the good work. It was worth the 45+ mile drive to find your mag. From the bonnies

TVz Phrank.

**Blacklisted! 411**

Hello there, TVz Phrank. Thanks for your thoughts on the subjects mentioned. As you were saying about unlocked maintenance rooms/missing doors, etc. - this is not uncommon. You will find this in many apartment building complexes, large condo complexes, business areas, etc. I'd say nearly 95% of the time, telephone access boxes are not secured in any way, just a snap and you're in. As for cable access boxes, if they are secured, it's not much to worry about. For instance, around our area, the cable company chose to use a "star key tool" to lock many of their boxes. BAD. They're simple to open, to say the least. They're locks are a dime a dozen and many people have gone so far as to cut a lock OFF a box, take the lock to a local locksmith, have a key made, etc. etc. you see the line of thinking. Anyhow, the whole concept of unsecured access boxes, whether it be telephone or cable, etc. it's all too common. If anyone tries the UHF tuner cell phone trick and has any success, be sure to write in! As for red boxes... We've seen them all. It always amazes us how creative some people can be when making one of these babies! Haha - in a boom box? That's pretty slick, but I can only imagine cranking out coin insertion tones at 25watts per channel. Must eat up the D-cells pretty fast, huh? Hahaha. I would think the friend who made the boom-red-box had some slick wired interface for the phone fraud action to be a little less noticeable? Like that ideal Chrome boxes. The traffic signal emergency vehicle detection devices that are sensitive to the strobe lights work on visible lights from what we know. this is why many people can simply flash their high beams a few times, activating the "chrome box" detection device. Although, we HAVE heard rumors that some of these are sensitive to UV, but we cannot confirm that either way. We do know, however, that a lot of the traffic signal emergency vehicle devices were made to respond to an infrared "chrome box" source. This has been defeated by some simple means. First, locate a traffic signal which uses the infrared emergency vehicle detection circuit. (this might be hard, but if you just watch long enough, you can figure it out) Anyhow, once you've found one, wait for an emergency vehicle to near a signal sometime, but have a "learning" remote control with you...set it to LEARN mode, choose the button you want the new infrared chrome box controller to be....wait.. and, hopefully, you'll have it the first time. Now, when you're in a hurry, bring your TV remote along the drive... should make things a lot smoother. Have fun!! Also, thanks for the kind words. We're happy you don't mind making the long journey just for our publication!!

Dear 411,  
Just happened along your zine recently and I wanted to toss a couple of questions your way! First question: I have an Oki 900 and I would like to access the programming mode, but the default security code of \*\*12345678# does not work. Apparently, the dealer I bought this from changed it to something else. Can you help? Next question: I read a little bit about the cable service and the scrambling techniques, etc. in a previous issue. What's the difference between a trap and a SSAVI? That one threw me off. Thanks for your help!

Jason B.

Ok, Jason....I think we can help you out. The default dealer security password for the Oki 900 is, in fact, \*12345678# .. you got that one right. Now, if it won't get you into the programming mode, try this one. It's the master password for the Oki 900 cell phones \*62729854#. This is somewhat like a back door, more or less and it was built into the phone's firmware (it's always the same). Anyhow, once you use this, you can change the dealer password to anything you'd like. Pretty cool, huh? We love the Oki 900 over here.. it can provide anyone with hours/days/months.. years? worth of entertainment. You need to know the difference between a trap and SSAVI? First, a trap is NOT any type of scrambling. A trap is nothing more than a notch filter which is attached to a subscribers cable line and prevents a particular frequency (channel) from passing to your box, TV set, etc... Remove the trap, gain a new channel (most likely a PAY channel). Most systems are up-to-date and using complete scrambling method, which is what SSAVI will fall under. SSAVI stands for

Sync Suppressed Active Video Inversion. Boy, this is a really fun scrambling technique to mess with. The old Select TV (over the air on UHF channel 22) used this scrambling method. MANY cable companies use this techniques. If you own a Zenith Z-Tac model, you've got an SSAVI system. The only way to defeat this is by descrambling the incoming signal. This can be done in any one of numerous ways. The two most popular are: "Test chips" or "turn on kits" - this is a small chip with a few wires attached to it (normally) which is placed inside of a Zenith Z-Tac cable box (the kind the cable company supplies you with) and once soldered in correctly, the box is "turned ON" to receive ALL channels, whether you pay for them or not—even the pay per view channels. The test chips cost anywhere from \$12 - \$35 or so. (By the way, companies sell test chips for nearly every cable box made, so keep an eye open for them if you're interested in this sort of thing.) By the way, this is illegal, of course.... The next method: Purchasing a descrambler. A Zenith Z-Tac descrambler goes for approximately \$160 or so. What one has to do is hook the cable line into a tuner (cable tuner or a VCR, etc.), attach the descrambler's input to the output of the tuner, then the output of the descrambler to the input of a TV. The same results will follow. ALL channels... FREE.. Wow! Again, this is illegal...and, don't ask me why I'm even mentioning it. Habit? Perhaps it's just one of those days. Anyhow, again, these can be bought for just about any type of cable system. Zenith, Jerrold, Scientific Atlanta, etc. Have a good time with your Oki 900.... if you run into any probs, give us a yell!

Dear Blacklisted,

I'm looking for more information on cellular telephones and such. Can you direct me to any cellular phone specific material I might be able to pick up? Thanks

Ranger Joe

Consumertronics, 2011 Crescent Drive, P.O. Drawer 537, Alamogordo, NM 88310 (505)434-0234. Their latest catalog will cost ya \$4. They have TONS of info! Also, you might want to check into back issues of Nuts & Volts Magazine. Damien Thorn has written excellent articles over the years pertaining to cellular phone technology. He has also written for, I believe, 2600 and is the newly appointed technical advisor of Private Line. If you are unfamiliar with 2600 (which we highly doubt) here's the info you need: (btw, they are NOT strictly cell phone oriented, but they offer some great reading!) 2600 Hackers Quarterly, P.O. Box 752, Middle Island, NY 11953-0752 (516)751-2600 Subscriptions are \$21/yr. Private Line (done by Tom Farley) is not cell phone specific, but it's also a wonderful resource. You can reach them at: Private Line, 5150 Fair Oaks Blvd #101-348, Carmichael, CA 95608. (916)488-4231. Next, Spy Supply, 7 Colby Court, Suite 215, Bedford, NH 03110. (617)327-7272 Last, but not least: Telecode, P.O. Box 6426, Yuma, AZ 85366-6426. (602)782-2316...They have TONS of info, like Consumertronics. Ok, that's all I have for you right now. Hope that helps!

Dear 411,

I saw this message on a BBS a few days ago and I want your thoughts on it:

Item: 1738 of subboard The Computer Center

Subj: Warning! Warning! Dangerous Virus!

From: Miles

Date: Thu 25-May-1995 4:54p

=====

There is a computer virus that is being sent across the Internet. If you receive an e-mail message with the subject line "Good Times", DO NOT read the message, DELETE it immediately. Please read the messages below.

Some miscreant is sending e-mail under the title "good times" nation-wide. If you get anything like this, DON'T DOWNLOAD THE FILE! It has a virus that rewrites your hard drive, obliterating anything on it. Please be careful and forward this

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mail to anyone you care about—I have. Thought you might like to know... The FCC released a warning last Wednesday concerning a matter of major importance to any regular user of the Internet. Apparently, a new computer virus has been engineered by a user of America Online that is unparalleled in its destructive capability. Other, more well-known viruses such as Stoned, Airwolf, and Michaelangelo pale in comparison to the prospects of this newest creation by a warped mentality. What makes this virus so terrifying, said the FCC, is the fact that no program needs to be exchanged for a new computer to be infected. It can be spread through the existing e-mail systems of the Internet. Once a computer is infected, one of several things can happen. If the computer contains a hard drive, that will most likely be destroyed. If the program is not stopped, the computer's processor will be placed in an nth-complexity infinite binary loop - which can severely damage the processor if left running that way too long. Unfortunately, most novice computer users will not realize what is happening until it is far too late. Luckily, there is one sure means of detecting what is now known as the "Good Times" virus. It always travels to new computers the same way in a text e-mail message with the subject line reading simply "Good Times". Avoiding infection is easy once the file has been received - not reading it. The act of loading the file into the mail server's ASCII buffer causes the "Good Times" malware program to initialize and execute. The program is highly intelligent - it will send copies of itself to everyone whose e-mail address is contained in a received-mail file or a sent-mail file, if it can find one. It will then proceed to trash the computer it is running on. The bottom line here is - if you receive a file with the subject line "Good Times", delete it immediately! Do not read it! Rest assured that whoever's name was on the "From:" line was surely struck by the virus. >>Warn your friends and local system users of this newest threat to the Internet! It could save them a lot of time and money.

## Chips

First reaction: HAHNAHANHAHANHAHANHAHANHAHANHA  
 HAHNAHANHAHANHAHANHAHANHAHANHAHANHA  
 HAHNAHANHAHANHAHANHAHA!!!!!! Ok, ok... enough with the laughing!! The facts as I know them: Both for and against, the killer Mail virus hoax... Against: One. MOST of your better Com. programs do not translate ANSI sequences outside of those that effect display (color, cursor position, and occasionally sound), they do not, for example, take the <ESC>"~~~~~" sequences that redefine keyboard strokes. (Proccom++ f/windows)... However...this may not apply to some of the more primitive, ANSI driver dependent, Com. programs. (old Qmodem, old Telix, etc.) Two. MOST BBS mail systems DO NOT let you enter ANSI sequences directly (They will not accept ASCII code 27 which is REQUIRED for ANY ANSI communication). Instead you are allowed to change the color of your text, etc., through special codes. Three. Mail Readers and ANSI art programs that translate ANSI usually only translate display sequences (as per the Com. programs above). But do not scoff so quickly as I did - as I thought about it some... For: If an ANSI document, such as ANSI artwork, were to be downloaded, unzipped, and viewed with the TYPE command, from DOS, with the ANSISYS resident, then yes, the computer would be

vulnerable to any instructions it received from the ANSI.  
 However... The only way I could think of doing something  
 destructive is as follows (and I am a little hesitant to make this  
 public knowledge as it is too easy...). A key could be "re-  
 programmed" to be a potential hazard to the system...  
 For example: <ESC>[13;"DELTREE \*.\*"/O This code, when  
 read by DOS's ANSI interpreter would replace the ENTER  
 key with the command "DELTREE \*.\*"/<ENTER> in other  
 words - it would delete masses of files on the Hard Drive  
 (perhaps all of them, depending on the directory) the next  
 time the ENTER key was pressed. "Format" or "CTTY" could  
 be used for a more or less destructive "prank" I suppose. But  
 I cannot think of a ANSI code that would allow the alterations  
 needed to fry a cpu or actually do 'physical' damage to the  
 Hard Drive. I do, however, know of some methods through  
 which CAN be done (and no I will not put up details of  
 them here.) Setting/reassigning all your interrupts to Zero  
 tends to cause serious damage to the Hard Drive, there are  
 various ways to fry Com. ports (heck, I know a crazy  
 programmer who went and did it on accident.) Most SVGA  
 Cards can have the frequencies set wrong -making it appear  
 as if your monitor has blown. In fact, if set just slightly off,  
 it will eventually cause damage to the monitor (it MAY be  
 possible to do that through ANSI depending on your card, and  
 the code would vary with each card's special custom  
 ANSI.SYS). If you had a CPU that had the potential to  
 overheat (Say, Pentium90+) I suppose it wouldn't be too hard  
 to "Overwork" the CPU, but such a virus would lock up your  
 system - and most likely you would re-boot before your CPU  
 went "critical", and of course there would be no way to do  
 THAT with ANSI - you would actually have to RUN a  
 corrupted program for any of these to work. The Conclusion  
 based on what I know: But again, extended ANSI codes only  
 work with programs that translate ANSI through the  
 ANSI.SYS and in a broad manner (Like DOS's Type  
 Command). So most users are immune to this. So if you are  
 paranoid about ANSI codes re-writing your keyboards... Don't  
 use the TYPE command with ANSI text files, and/or get a  
 REAL Com. program. :) This "virus" is a hoax... To my  
 knowledge, while that kind of damage CAN be done, it  
 CANNOT be done through the reading of a text file.

Dear Blacklisted! 411.

I was having a conversation with some of my friends and the term "LINUX" came up... I was wondering if you can give me any insight as to what it is and/or what it does.

## PanHard

LINUX is a public domain unix clone which is very powerful, can run X-windows and mostly anything else made for unix. It can handle 128megs of ram and 256megs of virtual memory and it can be used on a local area net. You can download it from the internet for FREE... try [sunsite.unc.edu](http://sunsite.unc.edu) for the Linux Installation, Getting Started, and Linux itself... The creator of Linux, (well, head of the team) is Linus Torvalds internet address: [torvalds@cs.helsinki.fi](mailto:torvalds@cs.helsinki.fi) If you don't have an internet account, it's about time you get one!

Dear 411,

I just wanted to compliment you for running a great magazine. I thought that your answers to the guy who was still using a

## Blacklisted! 411

Commodore 64 home computer were right on the nose and it was nice of you to refer to the machine as you did. I get sick of people talking down on the Commodore 64 all the time. As you know, it was (and still is) a great little machine and does a lot for such a small (and OLD) piece of work. I was wondering if you could print a little more on the Amiga line of computers because I recently purchased a used Amiga 2000 and I would like to know more about it, how I can use it, what software I should use with it, etc. Thanks for a great mag!

**Hawkeye**

*Hey Hawkeye, you wanted it (and so did a LOT of others, actually), so you (all) got it! We've now got a small section in the magazine which talks a little more about the Amiga line of computers.. We will, in future issues, be dealing more with the hardware hacks and such and how you can use it in a manner which follows with the basic idea behind the magazine (hacking) more or less. We've got "Major Coyote" heading the Amiga Dept. here, now so things should run smoothly. He wrote a little bit on the history of Commodore, etc and where it is right now..With the auction and such. Thanks for your interest in the growth of the magazine, Hawkeye.. (and all the hundreds of other people asking for the same thing!)*

Dear 411,

I live near your headquarters (office) and I fall within the <ahem> Paragon cable service area. I was curious to know what the termination "terminator" tool looks like and how it works. Also, can you tell me where I can find one and how much it will cost me?

**Brainstorm**

*Take a look on page 58. We've got a picture of the tool you're talking about and some "how-it-works" text to go along with it. We don't know, right off hand, where you can purchase one of these, but maybe one of the readers might know. So readers...what is it? Do you know where this guy can find some cable security tools? Hell, while you're at it, do any of you know where SCE power meter security retainer ring tools may be purchased? Thanks... remember, look on page 58.*

Dear Blacklisted! 411,

I've been reading your magazine since it's first issue and I think you guys have been doing a great job! I had a question about your last issue and a request for the next issue. Where exactly are those "chrome" boxes used and how do they work? Can you include a list of some New Jersey BBS's in the next issue? Thanks

**RatBoy**

*Well, Ratboy, the chrome boxes ARE used through the southern California area...we KNOW this. What we cannot tell you is where they are used anywhere other than this. We would think they're used throughout the states, but you know how that works. Because we can find it in one place gives us no reason to think we can find it in another place especially here in the United States.. hah.. Anyhow, we've heard that they are used in Texas but, again, we don't know this for a fact. If any of the readers have any comments on the areas where chrome boxes are used, please speak up! How they work. The traffic signal has an "emergency vehicle detection" device. It waits for an emergency vehicle to come by, switches the light to GREEN for them to pass and then returns to normal operation once the vehicle has passed. All it uses to determine whether or not an emergency vehicle is nearing is by the use of light. Whether it's visible light or infrared. The one which uses visible light can sometimes be tricked with something as simple as flashing your high beams at them a few times or with a strobe light! The infrared one is a little tougher. It still uses a light signal to set it off, but this time it's "invisible" more or less.. The use of a universal remote can take care of this.. Put it into LEARN mode when an emergency vehicle is nearing an intersection and, hopefully, if they are using infrared, you'll have it programmed in your remote in no time at all! You wanted some New Jersey BBS numbers? You got them, bud! Take a look on page 19. Enjoy!*

Dear 411,

I know that you've probably heard this a million times, but I wanted to know how to make a redbox and how much it'll cost me. Thanks for having such a cool mag!

**Budd**

*Yes, we've heard the same question a LOT, but that's ok. We'll still answer you. Why? Because that's what we do!! haha. Ok, simplest way a redbox has been made is using the radio shack pocket auto tone dialer. First, buy a radio shack programmable pocket auto tone dialer. Will cost you somewhere in the region of \$20-\$25 or so. Next, buy a 6.5536MHz crystal. It'll cost you somewhere from \$2-\$10. Once you have both items, open up tone dialer (soldering skills are a must!) take the crystal OUT of the autodialer and replace it with the one you bought. There's no need to worry about which way it goes in.. just make sure you replace it. Put the auto dialer back together. Program 5 #'s (pounds) into one of the program areas (refer to auto dialer manual for programming information) There you have it. A red box! So, it'll cost you between \$22-\$35.. Have fun.*

Dear 411,

Hello guys. I need to know where I can find those 6.5mhz crystals everyone is always talking about. Can you help me?

**Skylark**

*On page 35 there's a company by the name of "PVS" selling them for \$4. Give them a call. They can be bought from Fry's Electronics in Fountain Valley and from Digikey. Hope that helps you.*

Dear Blacklisted!

I have an old Commodore 64 that I still use and I was wondering if there is anything I can use with it to learn a little more about hacking, phreaking and such. I am new to all of this, so please try to keep it simple like you usually do. By the way, I really do like your magazine. You guys are doing a great job!

**PolarSwirl**

*You're in luck. A lot of us started out on Commodore 64's so we know of many things you can do with it. The only thing I will talk about this time around will be a program called "Phone Man" (I believe that's what it was called - it's been a LONG time) Anyhow, this cool little program has all sorts of stuff that's cool to play with.. It has a redbox tone generator, a green box tone generator, silver box, blue box, etc. Plus, it's a terminal software as well. Believe it or not, recording those little red box tones and playing them back into a payphone is what got a LOT of kids started in the wonderful world of hacking. Phone Man is a very OLD program and I do not know what the last release version of it was, but it will always remain in my mind that I had a good time playing with that program. There are many other programs you can use and a lot of little hacks you can make to do just about anything you can dream up. Locate that program, play with it for awhile and then get back to us. Have fun and hope you CAN locate the program.*

Dear Blacklisted!,

I need some help with my caller ID box. I bought it recently and hooked it up alright. The problem is that I never get any info on it. The phone rings and the box sits there with no info on it at all. Am I doing something wrong? I figured you guys could help me out with this one.

**Dark Gender**

*Well, we need some more information. You gave us no city/state information in your email. That probably would have made this answer a lot easier on us. Ok, if you're living in a state where caller ID is active, either the device you bought is faulty, the connection you made to the device was done incorrectly OR every person calling you has their caller ID blocked (which can be done in some states - not all). Investigate all of those areas if you do live in a state where caller ID is available. Check with your local phone company*

**Blacklisted! 411**

if you are unsure about this one. If you are living in a state where caller ID is unavailable, well.. there you go.. that's why it's not working, most likely. Again, check with your local phone company to make SURE you do have caller ID available in your area. California, for instance, has NO caller ID service available, however, it's been said by many sources that it is, in fact, active, but the frequency the data is sent on has been "shifted" a little bit, rendering all caller ID equipment inoperative. That one would be possible to get around if it's true. Anyhow, check with the phone company and then, if you do have caller ID service, check the device and/or the connection you made. That's all.

Dear Blacklisted! 411,  
I've been an avid reader of your publication since Volume 1, Issue 3 (March 1994) I wanted to first tell you that I enjoy your publication very much and I hope your continued success. You have great material, as well!! I would like to ask a question and, if you feel it's worthy of an answer, please print it in the next possible issue. Thank you in advance. Ok, here goes. I recently had my cable TV disconnected. I thought the price was too high for the terrible service I was getting. When the cable man came by to disconnect my service, I watched him closely. He climbed up the pole in the backyard and within a few minutes I had no more cable TV. What I wanted to know was this. All they do is pull a wire to disconnect cable? And, if so, can't someone just plug it back in? For FREE? It would seem so from what I observed.

Curious

Yep! That's all they do in some places. It's very simple to go up there and reconnect your cable. The only thing that one must have is a termination tool to remove the security terminator from the distribution port atop the utility pole. Without that tool, it's nearly impossible to hook the wire back into anything at all. But, yes, your idea is right. Plug it back in and you have cable. In some areas, though, plugging it in won't be enough. For instance, if you have a completely scrambled cable system, once you hooked it back up, you'd just get a bunch of garbage on the screen when you try to view it. So, sometimes you'll end up having to purchase a descrambler so you can view any of the stations...or just the PAY channels. Either way, it'll cost you a little time and a little money to hook it up for "free"... so, in a sense, it's not so free. :) If you have any more questions, toss them our way!

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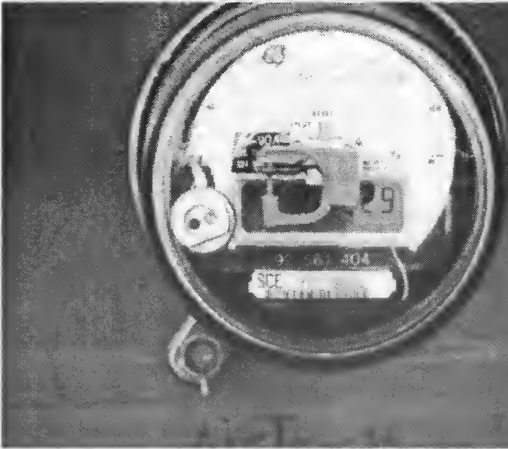
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# Slowly, it turns..Slowly, your wallet empties!

Gee, what a concept!! If any of you are like the 411 staff, you know what it's like having HUGE electric bills



at the end of the month! Why, just last month, we had an enormous bill to choke on! Somewhere to the tune of \$1100. Of course, that was due to a few unpaid months and such. (hahaha) But, usually the monthly cut for the electric company (SCE) ends up somewhere in the neighborhood of \$200 or so. I suppose it's not that much, really. But, for one year of service at this rate, we're looking at a total of nearly \$2400. With that kind of money, we could do some pretty

cool things other than watching our money dwindle away into air, seemingly. Some people are so tired of paying for what we're so used to paying for, that they've resorted to theft of electricity - theft of utility service. Of course, the fines and threats for doing such a horrible thing (haha) are large and scary, but people still do it.. Why? Well, quite frankly, because it's EASY and they CAN!! - and, on top of that, they can do it with little worry of ever getting in trouble for it. It is the utilities responsibility to PROVE that the subscriber has willfully engaged in theft of their service - which is very difficult to prove, even if there is a bogus job done on the power meter, etc.. hell, not even some fingerprints would be enough to incriminate the subscriber. Funny, huh? Now, we're not saying for any of you to go out and try to steal anything, but we ARE saying that people do it on a daily basis and never feel any repercussions in doing so. How they do they do it? There are many ways to steal electricity. First, the only way the power companies can tell how much electricity any given subscriber has used is by that little power meter located right outside of the subscribers residence (or place of business). So, if the power meter is tweaked or bypassed, etc...it's hard to tell that anything is going on. It's nothing like stealing phone service. There's no way the office can really pinpoint how much YOU are using from the confines of their office - they have to send someone out to your place to read the meter and get the info back to the office as soon as possible. Some of these meters have evolved into some nice pieces of work, actually. Some of them are electronic and the meter reader dude simply passes a little wand (more or less) over it and the info is passed to his little storage device instantaneously. Pretty cool. We don't have the pictures ready at the moment, so we cannot show you the inside of the meter, pointing out each piece and what it does and how you can use that info to your advantage. So, we will give you a little info about them and you can use that as you please. Bypassing a meter can be done two ways....The first way would be done by hooking up your electrical load to a point on the incoming line BEFORE it reaches the meter, as if you hook it up after the meter, you've accomplished no feat of theft. Be careful with this one...that electricity is pretty juicy and it's just waiting to fry someone not observing proper safety precautions. BE CAREFUL. Anyhow, the next method of bypassing is done by altering the meter itself. On some of the meters, there's a "switch" that essentially turns the meter OFF, thereby allowing you to bypass it completely. This "switch" is nothing more than a small piece of metal located on the backside(where the terminals are located) of the meter and it's held in place with two screws. Shut the circuit breaker OFF, remove the meter, locate the "switch", loosen the screws, slide the metal piece so it is NOT touch both screws, then tighten the screws again, replace the meter and switch the circuit breaker back on. Voila! The meter is now off and no electricity consumption will be recorded by the metering device. The way the meter works is very simple. The switch mentioned is what controls power to the "stationary coil" (dunno what to call it, precisely). This coil is always on and provides a stable magnetic field for the "spinning platform". Now, the two input terminals (the TOP terminals on the backside) make their way into the metering device through very thick metal bars...these bars are then turned a couple of times underneath the "spinning platform", making a coil, in essence, that opposes the stationary coil. This is the coil which increases/decreases it's magnetic field in relation to the energy usage. The more juice you pull through it, the larger the magnetic field, the faster the platform spins around....the more money you spend! Cut off the top stationary coil, the meter is dead and will not register ANY energy consumption, at all. In the next issue, we'll talk about some interesting theft ideas we've seen and how they are used. It should be fun.

# Blacklisted! 411 Monthly BBS listing

This is the continuation of our technical support BBS listing from the last issue. This is only a listing of companies starting with D-Q, but it will be completed with the next issue! Needless to say, you will find on the following pages, a few useful tech. support BBS numbers listed. Our entire compilation of these support BBS's is quite large. This is why we've decided to break it up over a few issues. Due to the fact that there are very many systems listed, we have not verified the existence of every single one of these systems. If you find any error in number or name on any system listed, please feel free to contact us regarding this. Mail, Fax or Phone in any additions, corrections or deletions to this listing. We do not, in any way, take responsibility for any resulting actions arising from the use of the systems listed. This listing is provided for information purposes only.

## Technical Support BBS List (D-Q)

DAC Software..... TX 214-931-6617 24    DAC EASY ACCOUNTING  
DAK Online Resource Center. CA 818-715-7153 144    ALL DAK PRODUCTS  
Dariana Technology Group... CA 714-994-7410 24    SYSTEM SLEUTH  
Darwin Systems..... DC 301-251-9206 144    DARWIN BBS LIST  
Data Access..... FL 305-238-0640 24    DATAFLEX  
Datadesk/Prometheus..... OR 503-691-5199 96    KEYBOARDS/TRACKBALLS  
DataEase Int'l..... CT 203-374-6302 24    DATAEASE, GRAFTALK  
DataProducts Corp..... CA 818-887-8167 96    DATAPRODUCTS PRINTERS  
Datastorm..... MO 314-875-0503 144    PROCOMM PLUS  
DataWatch..... NC 919-491-1602 144    CITADEL, SCREENTALK, VITEX  
Data Technology..... CA 408-942-4010 24    HD CONTROLLERS  
David Systems..... CA 408-720-0406 24    NETWORKING HARDWARE  
Dayna Communications..... UT 801-268-7389 24    LOCALTALK, E-NET FOR MAC  
DCA..... GA 404-740-8428 96    CROSSTALK/IRMA  
DEC PC Support..... GA 508-496-8800 144    DEC COMPUTERS  
Dell Computer Corp..... TX 512-338-8528 144    DELL MAIL ORDER CLONES  
Delphi..... CA 800-565-4636 24    DELPHI ONLINE SERVICE  
Delrina Technology Inc..... ON 416-441-2752 168    FAX & FORMS SOFTWARE  
DeltaComm Development..... NC 919-481-9399 168    TELIX COMM SOFTWARE  
DeScribe..... CA 916-929-3237 144    DESCRIBE WORD PROCESSOR  
Diagnostic Technologies.... ON 905-607-6570 144    DIAGS & SCHEMATICS  
DiagSoft..... CA 408-438-8997 96    QAPLUS, PEACE OF MIND  
Diamond Computer..... CA 408-524-9301 144    VIDEO BOARDS  
Digiboard..... MN 612-943-0812 96    INTELLIGENT SERIAL CARD  
Digital Communications..... OH 513-433-5080 24    10-NET  
Digital Research..... CA 408-649-3443 24    DR DOS  
Digital Theatre..... GA 404-446-0485 24    CDROM M/MEDIA APPS  
Digital Vision..... MA 617-329-8387 144    VIDEO IMAGING  
Disk Technician Corporation CA 919-272-9240 24    DISK TECHNICIAN GOLD  
Disney Software..... CA 818-567-4027 144    KIDS SOFTWARE  
Distributed Processing Tech. FL 407-831-6432 24    CONTROLLER CARDS  
D-Link Systems, Inc..... CA 714-555-1779 144    NETWORK PRINT SERVER  
DNA Networks, Inc..... PA 215-296-9558 24    MICRONET NETWORK  
Dove Computer..... NC 919-343-5616 144    MODEMS/FAX BOARDS  
DSP Solutions..... CA 415-494-1621 144    PORTABLE SOUND+ / SHOW&TELL  
DTK Computer Inc. Of Texas. TX 713-568-9941 96    MOTHERBOARDS/ I/O CARDS  
Dudley Software..... TN 615-966-3574 24    DOORWAY SOFTWARE  
Dynamic Microprocessor.... NY 516-462-6638 24    COMPUTER CPUS  
E-Machines..... CA 408-541-6190 144    MONITORS, VIDEO HARDWARE  
Eagle Technology..... CA 408-453-0734 96    NETWORK PRODUCTS  
EagleSoft..... IN 812-479-1310 168    SHOPPERS ASST, CALLAWAY  
E.D.S. Development..... IN 812-423-3394 144    EDS SOFTWARE PROGRAMS  
Elan Software..... CA 310-459-3443 144    GOLDMINE SOFTWARE  
Elite Business App's..... MD 410-987-2335 24    RAMJET  
Emac/Everex..... CA 510-226-9694 144    TRACKBALL, MODEM  
Emerald Systems..... CA 619-673-4617 24    DATA MANAGEMENT  
Enable Software..... NY 518-877-6316 24    ENABLE BUSINESS SOFTWARE  
Envisio..... MN 612-633-0051 96    MACINTOSH STORAGE UNITS  
Epson America, Inc..... CA 310-782-4531 144    EPSON COMPUTER PRODUCTS  
Equinox Systems, Inc..... FL 305-791-1633 96    MULTIPORT COMM PORTS  
eSoft Inc..... CO 303-699-8222 168    TBBS BBS SOFTWARE  
ETS Incorporated..... UT 801-265-0919 144    GUI & LASER PRINTER APPS  
Excalibur..... CA 408-244-0813 144    VSUMX VIRUS SOFTWARE  
EZX Publishing..... TX 713-280-8180 144    EZ-FORM, EZ-DISKCOPY  
Family Scrapbook..... FL 904-249-9515 168    FAMILY SCRAPBOOK

## POLICE RADIO CODES

THE FOLLOWING IS A COMBINED LIST OF THOSE RADIO CODES USED BY THE MAJORITY OF THE POLICE DEPARTMENTS IN THE SAN FRANCISCO BAY AREA. EACH AGENCY ALSO HAS CODES THAT ARE UNIQUE TO THAT AGENCY'S PARTICULAR TASK.

### 10-00 CODES

10-0 EXERCISE GREAT CAUTION.  
10-1 RECEPTION IS POOR.  
10-2 RECEPTION IS GOOD  
10-3 STOP TRANSMITTING.  
10-4 MESSAGE RECEIVED.  
10-5 RELAY MESSAGE.  
10-6 CHANGE CHANNEL.  
10-7 OUT OF SERVICE/UNAVAILABLE FOR ASSIGNMENT.  
10-7A OUT OF SERVICE AT HOME.  
10-7B OUT OF SERVICE - PERSONAL.  
10-8 IN SERVICE/AVAILABLE FOR ASSIGNMENT.  
10-9 REPEAT LAST TRANSMISSION.  
10-10 OFF DUTY.  
10-10A OFF DUTY AT HOME.  
10-11 IDENTIFY THIS FREQUENCY.  
10-12 VISITORS ARE PRESENT (BE DISCRETE).  
10-13 ADVISE WEATHER AND ROAD CONDITIONS.  
10-14 CITIZEN HOLDING SUSPECT.  
10-15 PRISONER IN CUSTODY.  
10-16 PICK UP PRISONER.  
10-17 REQUEST FOR GASOLINE.  
10-18 EQUIPMENT EXCHANGE.  
10-19 RETURN/RETURNING TO THE STATION.  
10-20 LOCATION?  
10-21 TELEPHONE.  
10-21A ADVISE HOME THAT I WILL RETURN AT \_\_\_\_.  
10-22 DISREGARD THE LAST ASSIGNMENT.  
10-22C LEAVE AREA IF ALL SECURE, NO RESPONSIBLE PERSON/OWNER IS ENROUTE.  
10-23 STANDBY.  
10-24 REQUEST CAR-TO-CAR TRANSMISSION.  
10-25 DO YOU HAVE CONTACT WITH \_\_\_\_?  
10-26 CLEAR.  
10-27 DRIVER'S LICENSE CHECK.  
10-28 VEHICLE REGISTRATION REQUEST.  
10-29 CHECK FOR BEING WANTED/WARRANTS.  
10-29F THE SUBJECT IS WANTED FOR A FELONY.  
10-29H CAUTION - SEVERE HAZARD POTENTIAL.  
10-29M THE SUBJECT IS WANTED

**Lend out this copy of Blacklisted! 411 and you'll probably never see it again!!**

Farallon Computing..... CA 510-865-1321 144 NETWORKING PRODUCTS  
 Fifth Generation Systems..... LA 504-295-3344 24 FASTBACK,LONDON BRIDGE  
 Folio..... UT 801-375-9907 24 MAILBAG  
 Foresight Resources..... MO 816-891-8465 24 DRAFIX CADD SOFTWARE  
 Frederick Engineering, Inc. MD 301-290-6944 24 DATACOMM ANALYZER  
 Fresh Technology..... AZ 602-497-4235 24 MAP ASSIST, NETWORK SFTW  
 Future Domain..... CA 714-253-0432 24 TAPE BACKUPS  
 FutureSoft Engineering..... TX 713-588-6870 24 DYNACOMM  
 Galactcomm..... FL 305-583-7808 144 MAJOR BBS SOFTWARE  
 GammaLink..... CA 408-745-2216 144 GAMMAFAX/ADDON BOARDS  
 GAP Development Company... CA 714-493-3819 144 GAP BBS SOFTWARE  
 Gateway BBS..... SD 605-232-2109 144 GATEWAY COMPUTERS  
 Gateway Communications..... CA 714-863-7097 24 NETWORK HARDWARE  
 Gazette Systems..... UT 801-375-2548 24 BACKIT,OPTUNE,Q-DOS  
 GEcho..... KS 316-263-5313 168 FIDO MAIL PROCESSOR  
 General DataComm Ind..... CT 203-598-0593 144 MODEM/MULTIPLEXORS/LAN  
 Genie Information Services. CA 800-638-8369 24 GENIE ONLINE SERVICE  
 Genicom..... VA 703-949-1576 144 PRINTERS & HARDWARE  
 Genoa Systems..... CA 408-943-1231 24 TAPE BACKUPS  
 Gensoft Development..... WA 206-562-9407 24 SUPERCALC  
 GeoWorks..... CA 510-549-1884 96 GEOWORKS  
 GeoClock..... VA 703-241-7980 144 GEOCLOCK SOFTWARE  
 Gibson Research..... CA 714-362-8848 96 SPINRITE  
 GigaTrend, Inc..... CA 619-931-9469 96 HIGH CAPACITY HARD DRIVE  
 Global Village Comm..... CA 415-390-8334 144 TELEPORT,POWERPORT  
 GoldDisk..... ON 416-602-7534 24 ANIM. WORKS, VIDEO DIR.  
 Goldstar Technologies..... CA 408-432-0236 144 MONITORS & COMPUTERS  
 Graphic Workshop..... ON 416-729-4609 144 GRAPHIC WORKSHOP PRG  
 Great American Software... NH 603-889-7292 24 ONE-WRITE PLUS ACCNT  
 Gupta Technologies, Inc..... CA 415-617-4700 144 SQL WINDOWS  
 GVC Technologies..... NJ 201-579-2380 144 MODEMS  
 Hayes Microcomputer..... GA 800-874-2937 288 D MODEMS  
 Hayes Microcomputer..... GA 404-446-6336 288 MODEMS  
 Hazard Soft..... OK 405-243-3200 168 WINDOWS SOFTWARE  
 HDC Computer..... WA 206-869-2418 24 WINDOWS ENV SOFTWARE  
 Helic Software..... IL 718-392-4054 144 NETROOM SOFTWARE  
 Hercules Computer..... CA 510-623-7449 144 MEMORY EXP, VIDEO CARDS  
 Hyundai Electronics Amer... CA 800-955-5432 144 MONITORS  
 IBM..... NC 919-517-0001 144 IBM COMPUTER PRODUCTS  
 IBM AntiVirus Netherlands.. NE+31-79-223300 168 IBM ANTIVIRUS  
 Intelligent Graphics Corp. CA 408-441-0386 24 VM386,MULTITASKING  
 .MC Networks..... CA 714-724-0930 24 LAN NETWORK EQUIPMENT  
 IMSI Software..... CA 415-454-2893 24 DESKTOP PUBLISHING  
 Infinity Computer Services. PA 215-965-8028 24 BAR CODE PRODUCTS  
 Infochip Systems..... CA 408-727-2496 24 MEMORY  
 Informix..... MO 913-492-2089 24 SMARTWARE, INFORMIX  
 InfoShare..... DC 703-803-8000 96H FALKEN BBS SOFTWARE  
 Innovative Data Concepts... PA 215-357-4183 24 TCXL  
 Inset Corporation..... CT 203-740-0063 144 HIJAAK GRAPHIC CONVERSN  
 Insignia Solutions..... CA 415-694-7694 24 ACCESS PC, SOFT PC  
 Intel..... OR 503-645-6275 144 MATHCO,MODEM,FAX,CHIPS  
 Intel Application Support... CA 916-356-3600 144 INTEL MOTHERBOARDS  
 InterPlay Productions..... CA 714-252-2822 144 ENTERTAINMENT SOFTWARE  
 Intracorp..... FL 305-378-8793 24 TRAVEL PARTNET  
 Iomega..... UT 801-778-4400 24 TAPE BACKUPS  
 IQ Software..... WA 206-821-5486 144 LAN & MULTIUSER BOARDS  
 Irwin Magnetics..... FL 407-263-3662 96 TAPE BACKUPS  
 Jettfax..... CA 415-324-1259 24 JETFAX BOARDS  
 Jetform..... ON 613-563-2894 24 JETFORM DESIGN  
 JDR Microdevices..... CA 408-559-0253 24 MAIL ORDER COMPONETS  
 Kent Marsh..... TX 713-522-8921 24 MAC SECURITY SOFTWARE  
 Kenwood Italy..... IT 39-22951655 144 KENWOOD AMATUER RADIO  
 Keyfile..... NH 603-883-5968 24 KEYFILE SOFTWARE  
 Kingston Technology..... CA 714-435-2636 24 MEMORY PRODUCTS  
 Knowledge Adventure..... CA 818-248-0166 144 EDUCATIONAL SOFTWARE  
 Kodiak Technology..... CA 510-659-0857 96 NETWORK HARDWARE  
 Kurta Corp..... AZ 602-243-9440 24 DIGITIZER BOARDS  
 LAN Master..... TX 817-771-0233 168 REMOTE ACCESS SOFTWARE  
 LAN Systems..... UT 801-373-6980 24 NETWORKING HARDWARE  
 LAN Works..... ON 416-238-0253 24 PROMS  
 Laser Go..... CA 619-450-9370 24 GOSCRIPIT  
 Laser Master..... MN 612-835-5463 144 LASER PRINTER SOFTWARE  
 Lattice..... IL 708-916-1200 24 LATTICE SOFTWARE  
 Leading Edge..... MA 508-836-3971 144 COMPUTER SYSTEMS  
 Lexmark..... KY 606-232-5238 24 PRINTERS, KEYBOARDS  
 Liant Software..... WA 206-236-6485 24 LANGUAGE SOFTWARE  
 Lightning Communications .. CA 714-457-9429 96 COMMUNICATIONS SOFTWARE

FOR A MISDEMEANOR.  
 10-29V THE VEHICLE IS WANTED IN CONNECTION WITH A POSSIBLE CRIME.  
 10-30 DOES NOT CONFORM TO REGULATIONS.  
 10-32 DROWNING.  
 10-33 ALARM SOUNDING.  
 10-34 ASSIST AT OFFICE.  
 10-35 TIME CHECK.  
 10-36 CONFIDENTIAL INFO.  
 10-37 IDENTIFY THE OPERATOR.  
 10-39 CAN \_\_\_\_\_ COME TO THE RADIO?  
 10-40 IS \_\_\_\_\_ AVAILABLE FOR A TELEPHONE CALL?  
 10-42 CHECK ON THE WELFARE OF/AT  
 10-43 CALL A DOCTOR.  
 10-45 WHAT IS THE CONDITION OF THE PATIENT?  
 10-45A CONDITION OF PATIENT IS GOOD.  
 10-45B CONDITION OF PATIENT IS SERIOUS  
 10-45C CONDITION OF PATIENT IS CRITICAL.  
 10-46D PATIENT IS DECEASED.  
 10-49 PROCEED TO  
 10-50 SUBJECT IS UNDER THE INFLUENCE OF NARCOTICS.  
 10-51 SUBJECT IS DRUNK.  
 10-52 RESUSCITATOR IS NEEDED.  
 10-53 MAN DOWN.  
 10-54 POSSIBLE DEAD BODY.  
 10-55 THIS IS A CORONER'S CASE.  
 10-56 SUICIDE  
 10-56A SUICIDE ATTEMPT.  
 10-57 MISSING PERSON.  
 10-59 SECURITY CHECK.  
 10-60 LOCK OUT  
 10-61 MISCELLANEOUS PUBLIC SERVICE  
 10-62 MEET A CITIZEN.  
 10-62A TAKE A REPORT FROM A CITIZEN.  
 10-62B CIVIL STANDBY.  
 10-63 PREPARE TO COPY.  
 10-64 FOUND PROPERTY.  
 10-66 SUSPICIOUS PERSON.  
 10-67 PERSON CALLING FOR HELP.  
 10-68 CALL FOR POLICE MADE VIA TELEPHONE.  
 10-70 PROWLER.  
 10-71 SHOOTING.  
 10-72 GUN INVOLVED.  
 10-73 HOW DO YOU RECEIVE?  
 10-79 BOMB THREAT.  
 10-80 EXPLOSION.  
 10-86 ANY TRAFFIC?  
 10-88 ASSUME YOUR POST.  
 10-91 ANIMAL  
 10-91A STRAY.  
 10-91B NOISY ANIMAL.  
 10-91C INJURED ANIMAL.  
 10-91D DEAD ANIMAL.  
 10-91E ANIMAL BITE.  
 10-91G ANIMAL PICKUP.  
 10-91J PICKUP/COLLECT  
 10-91L LEASH LAW VIOLATION.  
 10-91V VICIOUS ANIMAL.  
 10-95 REQUESTING AN I.D./TECH UNIT.  
 10-97 ARRIVED AT THE SCENE.  
 10-98 AVAILABLE FOR ASSIGNMENT.  
 10-100 CIVIL DISTURBANCE - MUTUAL AID STANDBY.  
 10-101 CIVIL DISTURBANCE - MUTUAL AID REQUEST.

## 11-00 CODES

11-10 TAKE A REPORT.  
 11-24 ABANDONED AUTOMOBILE.  
 11-25 TRAFFIC HAZARD.  
 11-26 ABANDONED BICYCLE.  
 11-27 10-27 WITH THE DRIVER BEING HELD.  
 11-28 10-28 WITH THE DRIVER BEING HELD.  
 11-40 ADVISE IF AN AMBULANCE IS

NEEDED.  
11-41 AN AMBULANCE IS  
NEEDED.  
11-42 NO AMBULANCE IS  
NEEDED.  
11-48 FURNISH  
TRANSPORTATION.  
11-51 ESCORT.  
11-52 FUNERAL DETAIL.  
11-54 SUSPICIOUS VEHICLE.  
11-55 OFFICER IS BEING  
FOLLOWED BY AUTOMOBILE.  
11-56 OFFICER IS BEING  
FOLLOWED BY AUTO CONTAINING  
DANGEROUS PERSONS.  
11-57 AN UNIDENTIFIED AUTO  
APPEARED AT THE SCENE OF THE  
ASSIGNMENT.  
11-58 RADIO TRAFFIC IS BEING  
MONITORED. PHONE ALL NON-  
ROUTINE MESSAGES.  
11-59 GIVE INTENSIVE  
ATTENTION TO HIGH  
HAZARD/BUSINESS AREAS.  
11-60 ATTACK IN A HIGH HAZARD  
AREA.  
11-65 SIGNAL LIGHT IS OUT.  
11-66 DEFECTIVE TRAFFIC  
LIGHT.  
11-78 AIRCRAFT ACCIDENT.  
11-79 ACCIDENT - AMBULANCE  
HAS/BEEN SENT.  
11-80 ACCIDENT - MAJOR  
INJURIES.  
11-81 ACCIDENT - MINOR  
INJURIES.  
11-82 ACCIDENT - NO INJURIES.  
11-83 ACCIDENT - NO DETAILS.  
11-84 DIRECT TRAFFIC.  
11-85 TOW TRUCK REQUIRED.  
11-94 PEDESTRIAN STOP.  
11-95 ROUTINE TRAFFIC STOP.  
11-96 CHECKING A SUSPICIOUS  
VEHICLE.  
11-97 TIME/SECURITY CHECK ON  
PATROL VEHICLES.  
11-98 MEET.  
11-99 OFFICER NEEDS HELP.

## 900 SERIES CODES

904 FIRE.  
904A AUTOMOBILE FIRE.  
904B BUILDING FIRE.  
904G GRASS FIRE.  
909 TRAFFIC PROBLEM; POLICE  
NEEDED.  
910 CAN HANDLE THIS DETAIL.  
932 TURN ON MOBILE  
RELAY AT  
933 TURN OFF MOBILE RELAY.  
949 BURNING INSPECTION AT  
  
950 CONTROL BURN IN  
PROGRESS/ABOUT TO  
BEGIN/ENDED.  
951 NEED FIRE INVESTIGATOR.  
952 REPORT ON CONDITIONS.  
953 INVESTIGATE SMOKE.  
953A INVESTIGATE GAS.  
954 OFF THE AIR AT THE SCENE  
OF THE FIRE.  
955 FIRE IS UNDER CONTROL.  
956 ASSIGNMENT NOT  
FINISHED.  
980 RESTRICT CALLS TO  
EMERGENCY ONLY.  
981 RESUME NORMAL TRAFFIC.

## OTHER CODES

CODE 1 DO SO AT YOUR  
CONVENIENCE  
CODE 2 URGENT.  
CODE 3 EMERGENCY/LIGHTS  
AND SIREN.  
CODE 4 NO FURTHER  
ASSISTANCE IS NEEDED.  
CODE 5 STAKEOUT.  
CODE 6 RESPONDING FROM A

Link Technologies..... CA 510-623-6680 96 TERMINALS  
Locus Computing..... CA 310-337-5995 24 SOFTWARE/COMM/CAT/NETWORK  
Logical Connection..... LA 504-295-3344 24 LOGICAL CONNECTION  
Logitech..... CA 510-795-0408 144 MOUSE, SCANNERS  
Lotus..... MA 617-693-7001 96 LOTUS SPREADSHEET  
Lotus..... GA 404-395-7707 24 LOTUS WORD PROCESSING  
Lucid..... CA 214-994-8125 144 LUCID 3D  
Mace, Paul Software..... OR 503-482-7435 24 MACE UTILITIES  
Madge Networks..... CA 408-955-0262 144 TOKEN-RING PRODUCTS  
Magee Enterprises, Inc..... GA 404-446-6650 168 AUTOMENU/TREEVIEW  
Magilronic Technology..... NY 516-454-8262 144 MOTHERBOARDS  
Magnavox..... CA 310-532-6436 144 COMPUTERS/MONITORS  
Main Lan..... FL 407-331-7433 24 MAINLAN  
Mannesman Tally..... WA 206-251-5513 24 PRINTER ACCESS  
Manfield Software Group... CT 203-429-3784 144 KEDIT FOR DOS & OS/2  
Manugistics..... VA 301-984-5222 24 SOFTWARE  
Manx Software Systems..... NJ 201-542-2793 24 AZTEC C  
Martek..... CA 714-453-1210 96 SCANNERS  
MASS Microsystems..... CA 408-522-1248 24 STORAGE DEVICES  
Masterclip Graphics..... FL 305-967-9453 144 BUSINESS GRAPHICS SOFTWARE  
Mathematica..... FL 813-683-6840 144 MATHEMATICA SOFTWARE  
Matrix Technology..... MA 617-569-3787 24 SOFTWARE  
Maxi Host Support..... CA 209-836-2402 24 MAXI HOST BBS SOFTWARE  
Maxis Software..... CA 510-254-3869 144 SIMEARTH, SIMCITY, SIMANT  
Maxtor/Miniscribe..... CO 303-678-2020 96 HARD DRIVES  
Maynard Electronics..... FL 407-263-3502 24 TAPE BACKUPS  
McAfee Assoc..... CA 408-988-5138 168 VIRUS PROTECTION  
Media Vision..... CA 510-770-0968 144 MULTIMEDIA PRODUCTS  
Megahertz..... UT 801-273-6649 144 MODEMS  
Meridian Data..... CA 408-439-9509 144 NETWORKS  
Micro Display Systems..... MN 612-438-3513 24 MONITORS  
Micro Help..... GA 404-516-1497 288 UNINSTALLER  
Micro Solutions..... IL 815-756-9100 144 PARAL. HARD/TAPE DRIVES  
Microcom..... MA 617-255-1125 24 CARBON COPY, WORKMANAGER  
Microdyne..... DC 703-760-8509 24 NETWORK HARDWARE  
Micron Technology..... ID 208-465-7755 144 MICRON COMPUTERS  
Micronics..... CA 510-651-6837 144 COMPUTER, MOTHERBOARDS  
Micropolis Corp..... CA 818-709-3310 24 HARD DRIVES  
Microrim..... WA 206-649-9836 24 R:BASE  
MicroProse..... MD 410-785-1841 24 GAMING SOFTWARE  
Microspeed..... CA 510-490-1664 144 PERIPHERALS  
Microsoft..... WA 206-936-6735 144 WINDOWS, DOS, SOFTWARE  
Microsystems Software..... MA 508-875-8009 24 CALANDER SCHEDULER  
Microtech..... CT 203-469-6430 24 MAC MEMORY  
MicroTek Lab..... CA 310-538-4032 144 SCANNERS  
Microtest..... AZ 602-996-4009 24 LANPORT  
Mitsubishi..... CA 714-236-6286 96 MONITORS  
Mountain Network Solutions. CA 408-438-2665 24 TAPE BACKUPS  
Mouse Systems (MSC)..... CA 510-683-0617 144 MOUSE  
Multi-Tech Systems..... MN 612-785-9875 144 MODEMS  
Mustang Software..... CA 805-395-0650 168 WILDCAT, QMODEM, OLX  
Mutant Group..... OK 405-372-6621 168 MUTANT BBS SOFTWARE  
Musk Inc..... CA 714-453-1210 96 SCANNER PRODUCTS  
Mylex..... CA 510-793-3491 144 MOTHERBOARDS  
National Semiconductor..... CA 408-245-0671 24 ETHERNODE, MAINLINK  
NCD Distribution..... FL 305-599-0749 144 FULL PRODUCT LINE  
NEC Technologies..... MA 508-635-4706 144 COMPUTER, PRINTERS  
Network Products Corp..... CA 818-441-6933 144 NCSI, ACS2, NMP2, XCS2  
NetWorth..... TX 214-869-2959 24 ETHERNET CARDS  
New Media Graphics..... MA 508-453-0214 144 VIDEO CAPTURE BOARDS  
NewGen..... CA 714-641-3869 96 PRINTERS, PLOTTERS  
Night Owl BBS..... NY 716-881-5688 168 NIGHT OWL CDROM DISK  
NISCA..... TX 214-446-0646 24 SCANNERS  
Northgate..... MN 612-361-5217 96 NORTHGATE COMP. SYSTEMS  
Norton-Lambert..... CA 805-683-2249 144 CLOSE-UP/LAN  
Novell..... CA 801-429-3308 96 NOVELL NETWORKING  
Novell Desktop Systems..... CA 408-649-3443 24 COMPUTERS  
Nuq Software Inc..... NY 914-833-1479 144 POWERBOARD BBS SOFTWARE  
Number Nine..... MA 617-862-7502 96 ADVANCED VIDEO  
Ocean Isle Software..... FL 407-778-2407 144 REWRITABLE DISK DRIVES  
OCR Systems..... PA 215-938-7245 24 READRIGHT  
Okidata..... CA 609-234-5344 96 PRINTERS  
Olicom..... TX 214-422-9835 24 LAN & MULTIUSER BOARDS  
Omen Technology..... OR 503-621-3746 96 DS2 - ZMODEM PROTOCOL  
Ontrack Computer Systems... MN 612-937-0860 24 HD PREP. SOFTWARE  
Open Network..... NY 718-638-2239 24 NETWORKING  
Orchid Technology..... CA 510-683-0555 144 VIDEO CARDS

Origin..... TX 512-328-8402 24 GAMING SOFTWARE  
 Pacific Data Products..... CA 619-452-6329 24 LASER PRINTER PRODUCTS  
 Pacific Microelectronics... CA 415-941-9699 144 MAC-IN-DOS/COMMON LINK  
 Packard Bell..... CA 818-313-8601 24 COMPUTER SYSTEMS  
 Palindrome..... IL 708-505-3336 24 NETWORK SOFTWARE  
 Panasonic..... NJ 201-863-7845 24 PRINTERS, SCANNERS, CPUS  
 Paperback Corporation..... CA 415-644-0782 168 SOFTWARE  
 Paradise Systems..... CA 714-753-1234 144 VIDEO CARDS  
 Patton & Patton Software... CA 408-778-9697 24 FLOW CHARTING SOFTWARE  
 Pentax Technologies..... CO 303-460-1637 168 SCANNERS, LASER PRINTERS  
 Peripheral Land..... CA 510-651-5948 96 DATA STORAGE PRODUCTS  
 Persoft Software..... WI 608-273-6595 144 SMART TERM SOFTWARE  
 Phoenix Technologies..... CA 714-453-8619 144 MOTHERBOARD BIOS  
 Pinnacle Publishing..... WA 206-251-6217 24 DATA STORAGE PRODUCTS  
 Pinpoint Publishing..... PA 707-523-0468 24 MICRO COOKBOOK  
 Pioneer Software..... NC 919-851-1381 144 Q & E SOFTWARE  
 PKWare..... WI 414-354-8670 168 PKZIP COMPRESSION  
 PLI..... CA 510-651-5948 24 REMOVABLE MEDIA  
 Plus Development..... CA 408-434-1664 24 HARD DRIVES  
 Polaris Software..... CA 619-592-2674 144 PACKRAT SOFTWARE  
 Powercore..... IL 815-468-2633 144 NETWORK SCHED 3/WINMAIL  
 Practical Peripherals..... CA 805-496-4445 144 MODEMS  
 Priam Systems..... CA 408-434-1646 24 HARD DRIVES  
 Princeton Graphic Systems.. GA 404-664-1210 24 MONITORS  
 Procom Technologies..... CA 714-852-1305 96 HARDWARE SUPPORT  
 Prometheus Products..... OR 503-691-5199 144 FAX/MODEMS  
 Promise Tech..... CA 408-452-1267 144 CACHING DISK CONTROLLERS  
 Proteon..... MA 508-366-7827 24 NETWORKING BOARDS  
 Public Brand Software..... IN 317-856-2087 144 SHAREWARE SOFTWARE  
 Pure Data..... TX 214-242-3225 144 NETWORKING BOARDS  
 Qmail..... TN 901-382-5583 168 QMAIL OFFLINE READER  
 QMS..... AL 205-633-3632 24 PRINTERS  
 Quadram..... GA 404-564-5678 24 MEMORY SOFTWARE  
 Qualitas..... DC 301-907-8030 144 386MAX & BLUEMAX  
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 Quarterdeck Office Systems. CA 310-314-3227 144 QEMM386  
 Quercus Systems..... CA 408-867-7488 144 REXXTERM  
 Quess Micro..... CO 719-597-8670 144 TELEMAGIC & ADD-ONS  
 QuickBBS..... FL 407-896-0494 168 QUICKBBS BBS SOFTWARE

*MORE TO COME, NEXT ISSUE!*

LONG DISTANCE  
 CODE 7 MEALTIME  
 CODE 8 REQUEST COVER/BACKUP.  
 CODE 9 SET UP A ROADBLOCK.  
 CODE 33 MOBILE EMERGENCY - CLEAR  
 THIS RADIO CHANNEL.

## Thank You

**JAZZLICKS!!**

**WILLIAM TELL**

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### Wanted: BBS Numbers/Listings

If you have a current listing of BBS' in your area, you've got exactly what we need! If you'd like to help us out, mail or fax your BBS listing to us. You may send it to us on paper or floppy. We can accept IBM 1.44M & IBM 720K 3.5", IBM 1.2M & IBM 360K 5.25" and Amiga 880K 3.5" disk formats. Send all disk material in simple ASCII text format.

**Send to:**

**Blacklisted! 411 BBS Numbers**

**P.O. Box 2506**

**Cypress, Ca 90630**



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(201)228-0009 NJ Caldwell	The Forest(tm)	(201)672-8969 NJ Orange	Hdq Info Svc
(201)239-0001 NJ Verona	MicroSellar	(201)675-2154 NJ E. Orange	Deans Info Cntr
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(201)261-0127 NJ River Edge	Hades	(201)678-1367 NJ Bloomfield	Unitex,the UN
(201)261-6848 NJ River Edge	Modem Pit	(201)678-1721 NJ Orange	Rivendell
(201)262-6612 NJ River Edge	Heaven's Gate	(201)680-1336 NJ Bloomfield	Arc Xchg
(201)265-7364 NJ Emerson	CCS	(201)691-4424 NJ Netcong	PC-CS
(201)279-7048 NJ Clifton	Dean's Office	(201)691-5500 NJ Stanhope	InfoExchange
(201)283-1806 NJ Butler	StarshpEntrprse	(201)692-1110 NJ New Milford	GearBox
(201)299-8650 NJ Boonton	DesignedLetters	(201)692-3705 NJ Teaneck	The Dx Connect
(201)301-2182 NJ Madison	Null Pointer	(201)694-5081 NJ Wayne	Jungle STS #12
(201)307-1452 NJ Park Ridge	Quantum Zone	(201)694-6835 NJ Wayne	Gelb's BBS Dir
(201)313-0002 NJ Fairview	Tower	(201)694-7425 NJ Wayne	Ed Gelb's DBase
(201)327-3321 NJ Ramsey	Vista Ads	(201)694-8122 NJ Wayne	SonNet-Cbd
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(201)331-1797 NJ Parsippany	Synergy Online	(201)729-7046 NJ Sparta	Remote Host
(201)335-3238 NJ Parsippany	Silicon BBS	(201)729-9538 NJ Sparta	New World
(201)337-7336 NJ Franklin Lks	Metal Connx	(201)731-6416 NJ West Orange	Get A Life!
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(201)338-5265 NJ Bloomfield	Golden Dane	(201)742-1860 NJ Paterson	Trailblazer
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(201)347-0465 NJ Budd Lake	The Outer Limit	(201)751-7766 NJ Belleville	Adv Guild
(201)347-9284 NJ Stanhope	OtherSide,women	(201)764-8669 NJ Highland Lks	NEW POWER BBS
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(201)374-2730 NJ Newark	Millenium	(201)765-9090 NJ Florham Park	Dreamline
(201)378-3218 NJ South Orange	Classic Car	(201)779-5495 NJ Lodi	Masters,Astron
(201)391-3209 NJ U. SaddleRiv	Saddle River	(201)794-0463 NJ Fair Lawn	Whoopi-Cat BBS
(201)398-2373 NJ Hopatcong	Evergreen	(201)796-1827 NJ Saddle Brook	Loading Zone
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(201)439-1994 NJ Bergenfield	Malibu	(201)863-5253 NJ Union City	BEACON STUDIOS
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(201)538-6087 NJ Morristown	Maple Leaf	(201)989-8107 NJ Dover	E-Patrol
(201)546-1468 NJ Clifton	Token Ring	(201)989-8323 NJ Dover	Eureka
(201)567-6994 NJ Tenafly	APFL-The BBS	(201)998-7337 NJ N. Arlington	Free For All
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 (609)584-1478 NJ Hamilton  
 (609)585-8902 NJ Yardville  
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 (609)587-2672 NJ Mercerville  
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 (609)627-7279 NJ Clementon  
 (609)627-8369 NJ Clementon  
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 (609)662-8533 NJ Pennsauken  
 (609)665-0699 NJ Pennsauken  
 (609)665-0969 NJ Cherry Hill  
 (609)665-4243 NJ Pennsauken  
 (609)678-5360 NJ Pennsville  
 (609)678-6076 NJ Pennsville  
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 (609)722-5315 NJ Moorestown  
 (609)742-8223 NJ Gloucester  
 (609)748-1728 NJ Galloway  
 (609)748-3166 NJ Smithville  
 (609)748-3916 NJ Atlantic  
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 (609)758-1991 NJ New Egypt  
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# TO CLIPPER OR NOT TO CLIPPER

By: Sssinner

There is a heated battle being waged between the National Security Agency (NSA) and privacy rights agencies and experts, such as the Electronic Frontier Foundation (EFF), over a data encryption device known as the Clipper Chip. The Clipper Chip is a NSA-developed data encryption chip that would grant it's users secure on-line and telephone transmissions. The Clipper is special in that it has a back door built into it that would allow law enforcement agencies to monitor any transmissions made using it's encryption scheme. After obtaining the two halves of the key to that particular chip held by government escrow agencies, any law enforcement agent would be able to intercept any transmission over telephone lines without the knowledge of the individual making that transmission (Barlow, 44).

Stewart Baker, Chief Counsel for the NSA, wrote the article "Don't Worry, Be Happy" in an attempt to defend the NSA's position against it's critics. In the only public article written by the NSA, Baker claims that by building a back-door into every data encryption device, the government will be able to thwart criminals such as child pornographers, drug traffickers, and terrorists. He claims that law enforcement agencies would only use the Clipper to monitor suspected felons, and it would never be used on innocent civilians. Mr. Baker fears the day when "anyone who buys an US\$80 phone gets an 'encrypt' button that interoperates with everyone else's... In such a world, every criminal will gain a guaranteed refuge from the police without lifting a finger" (Baker, p132).

John Perry Barlow, the vice-president of the EFF, reports in his article "Jackboots on the Infobahn" that there is government has yet to prove a realistic need to listen in on our encryption, either now or in the future. He fears that instead of being a security measure, as the NSA contends, the back-door would become a means for our government to obtain "Big Brother" powers (47).

The NSA's logic in promoting the Clipper is "How can anyone expect the standard-setting arms of government to use their power to destroy the capabilities of law enforcement - especially at a time when the threat of crime and terror seems to be rising dramatically?" (Baker, p132). In an attempt to prove his point, Baker pointed to the case of a computer-using pedophile, who the police suspected of using a widely available encryption program to record his contacts with numerous young boys that he met through computer bulletin boards (100). Barlow adds that the NSA also believes that the Clipper would allow the US to intercept terrorist plots that they feel "are more likely to ripen to hideous fruition behind a shield of encryption" (46).

Barlow believes that anybody smart enough to steal or build a nuclear weapon, or another such device that would be of any major significance, would also be smart enough to use an uncompromised encryption scheme or other means to communicate, rather than use Clipper (46). He also points out that "the last people who popped a hooter in the World Trade Center were able to get it there without using any cryptography and while under FBI surveillance" (Barlow 46). Barlow suggested that old-fashioned investigative techniques would be more useful in preventing the next such terrorist act, rather than compromise our privacy.

Baker says that there are only two reliable methods currently available to catch crime bosses; one is to "turn"

one of the people in their organization, and the other is to wiretap (100). He claims that turning an underling isn't as effective as a wiretap, and the evidence obtained through them is not always usable in court, whereas a wiretap records the crime bosses themselves committing the crimes.

In writing his article, Barlow interviewed a number of government officials involved in the policy of Clipper, including the Vice-President. None of these heavyweights have been able or willing to contest his points with any argument stronger than the one offered by White House staffer, Mike Nelson, who said "If only I could tell you what I know, you'd feel the same way I do." (Barlow 44). Barlow points out that Mr. Nelson's information is coming from the NSA, "which given its strong interest in the outcome, seems hardly an unimpeachable source" (Barlow 44).

Mr. Baker and Mr. Barlow each represent the two strongest opposing powers in this controversy, and it is conceivable that they will continue to agree to disagree. Mr. Barlow accuses the NSA of having the President's ear, while Mr. Baker brushes the EFF off by claiming they are little more than "people who couldn't go to Woodstock because they had too much trig homework" (Baker 100). Either way, this appears to be a contest of monumental importance, with the nation's long-revered right to privacy and freedom of speech in the balance.

#### Works Cited:

Baker, Stewart A. "Don't Worry, Be Happy." Wired. 2.06 (1994): 100-133.  
Barlow, John Perry. "Jackboots on the Infobahn." Wired. 2.0 (1994): 40-48.

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# GAS STATION INFORMATION LINK



There's always something new going on around us - even at the gas station down the street. We've noticed these nifty little satellite links at various gas stations throughout our area and we've pondered the thought of exactly WHAT they are....First, we considered a statement we read somewhere else that went something like this: "the dishes you see are, in all probability, receivers for whatever music they wind up playing for the enjoyment of their customers." Now, this statement was in reference to "satellite dishes" found atop food stores in the New Jersey area...Naw, that's not it. Then we considered the possibility of ATM information processing....nope.. that's not it, either!.. Come to find out, after asking a few gas station employees, it has something to do with billing, but nothing to do with ATM purchases, etc. Of course, these people only work there, so what do they know, right? Well, the story goes on to say that

each time a sale is made (or, at the end of the day, all the sales are gathered up —this is the only point at which the employees of the various stations differ in stories) ..anyhow, this is when the information of the sale is transmitted to a satellite and then "bounced" back to some central point for processing. So, this does have something to do with billing, but all of the employees became a little uneasy with the mention of credit card purchases, etc. So, we do not have the entire truth, we believe. Pictured about is the "link" in it's entirety. They all pretty much look exactly like this one - we know this one...we've had to sort through all of the pictures. The picture to the right is a close up of the feedhorn assembly. Why'd we put it in here? Why the hell not!



We figured SOMEONE might want to take a closer look at this thing! If any reader of ours happens to work for the manufacturer of this information system or works for a gas station — AND has a clue about this technology, why not drop us a note and tell us what we're missing out on here. Thanks. Each time a trip is taken to a local gas station or some nearby store, there's always some new technical wonder to snoop around into. Whether it be a satellite dish, a new vending machine that needs a debit card to function, a payphone that accepts credit cards, a gas pump with a stripe reader built in — one thing remains constant. We WANT to know how the damn thing works and what limits we can push it to. Right? Speaking of gas station pumps with credit card stripe readers. They're so abundant in southern California, that it's something to consider. Slide your credit card in, wait a few seconds, the display reads, "PUMP GASOLINE" or "PUMP FUEL"..you get the idea. You pump 15 gallons in your heap on 4 wheels, drive off - it's done. It doesn't matter if you used your credit card, a card you borrowed from a friend, your wifes card, your moms card, hell..even a card you found laying on the asphalt one day while walking through a supermarket parking lot! You know why this is so easy to get away with? The damn gas pumps fitted with the credit card payment acceptance hardware DO NOT ASK FOR A P.I.N.!!! What a mistake! If your card get's stolen, it's most likely that one of the first places the thief will attempt to hit will be a gas station - to fill 'er up!! It's so easy to get away with. The thief doesn't have to deal with a cashier, and it's tempting to get some free gas, you know! It's time to burst that bubble for a few people, though. There have been reports of MANY gas stations arming their pumps with security cameras somewhere close. It's easy to believe with all these pinhole cameras available for nearly nothing at all. So, it's not too safe for just everyone now that some of the gasoline big boys have caught on to the schemer credit card thieves' plan to systematically steal all of their precious fuel...oh yeah!..right.. So, next time you find that brand new shiny credit card laying at your feet....pick it up! However, if you consider using it, remember that big brother gas man might be watching YOU! Hint: it's hard to see in the dark



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# Hacking 101 / Cheating without cheat codes & How to count to hex FF

## by xsp00K

Many of you just entering the H/P community often wonder how to go about manipulating files and warez. Why not start by what most of you do best? Cheat!

I've been cheating at computer games for quite some time (starting with the early Apple II boxes and the trash-80) and feel that this is an excellent place to begin to learn file manipulation. Most of today's games play over an extended period (2 to 3 weeks or more) and, unless you are intravenously fed Jolt Cola during game play, will most likely need to use the valuable SAVE GAME function. This, will be our target.

### Elementary Shuff

(For those of you with a command over hexadecimal and binary, feel free to skip this portion of text.)

First off, we need to recognize the importance of the Hexadecimal number system. It is the translating number system from what we humans (as well as MAC users) know as the decimal (base ten) numeral system to the computers binary numeral system (base two). Hexadecimal is based on 16 but keep in mind that zero counts as a number in microprocessor land so a normal count of fifteen (eg. 0, 1, 2, 3, etc., 15) yields 16 numbers.

So how do we count in hexadecimal when there are only ten kinds of numbers (0-9)? In hex (as it will be referred to) we include the letters A-F after the number 9. Here is a count to 21 in both decimal and hex:

Decimal	Hex	Decimal	Hex
0	00	11	0B
1	01	12	0C
2	02	13	0D
3	03	14	0E
4	04	15	0F
5	05	16	10*
6	06	17	11
7	07	18	12
8	08	19	13
9	09	20	14
10*	0A	21	15

\* Just like we learned to count in elementary in base ten, a place holder increment is added when we max out the previous place holder (a 1 x 16 place holder in hex is added at decimal 16 while the count from 0 to 15, or hex 0-F, begins again)

So why does hex translate to binary so well? You've no doubt heard that computers run on a series of zeros and ones called bits (You have, haven't you?) and that eight bits make a byte (and taking it a step further, two or four or eight bytes make a word- depending on whether you have a 16-bit, 32-bit, or 64 bit processor, but this is not important.) Whew! This byte may be too much to bite on let's take a nibble instead...

A nibble is one-half of a byte or four bits. Four bits can be represented as sixteen different states - perfect for one hexadecimal digit. Here's another count:

Hex	Binary	Hex	Binary
00	0000 0000	08	0000 1000
01	0000 0001	09	0000 1001
02	0000 0010	0A	0000 1010
03	0000 0011	0B	0000 1011
04	0000 0100	0C	0000 1100
05	0000 0101	0D	0000 1101
06	0000 0110	0E	0000 1110
07	0000 0111	0F	0000 1111

I've placed a space to separate each byte into two nibbles. The first hex digit (zero in all the cases shown here) get represented as binary 0000 whilst the second hex digit 0-F are represented binarily(I think it's a word) as 0000 to 1111.

Whaddya say we put this to use ..

### Tools of the trade

#### SAFETY FIRST:

Remember when using power tools, to use EXTREME caution. Safety counts all the time. Make backup copies of your files and all will probably be okay :)

A bit editor (like Norton's Disk Editor) will be your tool of construction (destruction, reconstruction?) It's not my place to teach you how to use this. I'll assume that you'll be smart enough to figure it out by your lonesome. But make certain you know how to load a file, find hex patterns, edit sectors and write sectors to disk. Also make certain you know not to be hacking at your boot sector (we'll learn about that some other time)

For our demonstration purposes, I'll be manipulating the save game of the registered version of DESCENT. I've chosen Descent because it some what pisses me off that when I use the cheat codes (Gabbagabbahey) It clears my score and reminds whenever I blow the shit outta any ship that I am a cheater. Cheater indeed ..

You can change almost any save game file, so long as you know where the game wants to save your mediocre abilities to disk. Look for extensions such as .SAV, .SG0, .PLR, .HSG (for Heretic), .DSG (for DOOM) or filenames that you have named yourself.

Go ahead a play a game. But don't get too engrossed into it. What you need to accomplish here is making your character have different numbers for things such as score, hit points, gold, shield level, spells available or whatever your game does. Try to make each number unique because we'll be looking for that particular number with the bit editor. Write down (or memorize) key attributes that you want to change. In my case, I only want to maximize my shield so I don't have to worry about it for the rest of the game. Okay, stop playing and save your game. Hey, I said stop playing!

Start your bit editor and Open up your save game file. For Descent, it is your pilot's name plus and extension of .SGx (where x equals the slot position minus one where you saved to e.g. XSP00K SG3 - the fourth save slot for xsp00K.) If your editor wants to view this in text mode, slap it's face hard and switch views to hex. After all, we're changing numbers not writing a letter.

Check to see if your editor has a hex converter. This is most helpful because now you don't have to do your own conversion from decimal to hex. I last left my shield at 88. Using the hex converter, I type in 88 (in the decimal spot) and receive 58 in the hex spot. I know now exactly what I'm looking for.

The problem now is looking for a hex 58 through this whole file where there might be more than one instance of hex 58. Most games tend to group all of their variables within the same few offsets. So if you've managed to write down other things, you should be able to tell where your target number is by checking if other variables are close by. Use the find function if you have one, your eyes if you don't.

Can't find your number? Here's a little history lesson... the Intel processor (8086) was designed to be backward compatible with early micro-controllers such as the 8008. Switching from 8 bits to 16 bits and keeping compatibility was an issue so the Intel machine stacks a 16 bit value into it's registers head first, resulting with the least significant byte reading into the address first. Your editor should shield you from this. But, if it doesn't, try reversing the order (e.g. - if you are looking for hex 0A 09, try 09 0A)

Using the Find function, I find my hex 58 under the offset 13E0, fourth byte. I know if I max it out by changing it to hex FF that the change would be insignificant (hex FF = 255, the maximum number for the shield is 200 in regular play - what good is 55 more?) So, see that byte juxtaposed right beside it? (Should be filled with a value of 00) Well, that's part of your shield as well. However, the programmer decided to not allow a full 16 bit integer into this variable (I'm not exactly sure how or why.) Nevertheless, through trial and error (changing the bytes, playing and loading the game, studying numbers, and copying the backup back over the original,) I managed to fill

this byte with only a hex 5F as opposed to a full hex FF, giving me a shield of about 24000-plenty to get me by until I need to cheat again.

Edit your sectors and write them to disk. Play your game. If change was not good, then copy your backup to the original and try again at a different occurrence. Repeat until an obvious change has been made. Congrats - you just cheated.

Now just because I showed you how to manipulate the Descent save game, doesn't mean this methodology works only here. Experiment with almost any game, e.g. Ultima series, D&D, warfare games. Back when I was working for the military spooks (thus xsp00k), I had a friend who was playing a game that involved battle-mechs (forgot the name of the game, it was kind of st00pid.) in which he kept on losing his mech. Anyway, armed with a bit editor, I gave this mech massive heat sinks, eight large lasers on each arm, personal strength and charisma (wish I could of done that to him and not his game,) and I even changed the name of his mech from "Stinger" to "Bill's mutant VW". He ended up solving the game that afternoon. Yes, these are your tax dollars hard at work. Have fun!

## KNOW THE TRUTH!

**Freedom and Sovereign Technology (FAST) makes its debut with this issue. Volume 1 Number 1 has three articles.**

### BOOK REVIEW OF VULTURES IN EAGLE'S CLOTHING

This is a two page book review on how to legally and safely volunteer out of the voluntary income tax. People have paid thousands of dollars on restoring their sovereign status. This book has all that information in one place and proves that beyond a reasonable doubt that most of us are already sovereigns and do not have to do something to become a sovereign. This book is entertaining, and easy to read and understand. It will heal your fears and lay a fire under you to take action with confidence and certainty. It has letters in it that make the IRS back off and leave you alone. It contains recent court cases where sovereigns have won in court. It has freedom papers in it to safely declare your sovereign status. It has information on the Uniform Commercial Code which is the real law the government operates under and shows you how to use it against the government. Read this review and then get the book.

### ZIP CODE USE INVOKES FEDERAL JURISDICTION

This is Vol. I, No. 6 of THE PATRIOT. This article goes into the reasons why zip code use invokes federal jurisdiction. Zip Code use is voluntary. You should also know that the Postal service cannot discriminate against the non-use of the ZIP Code. The government tells you that use of the zip code speeds the mail but that is not the real reason. By using zip-codes you are stating that you are a subject of Congress and a citizen of the District of Columbia who is resident in one of the several States and put yourself in the federal zone. This article encourages you to become a State Citizen who is not within the purview of the MUNICIPAL LAWS of the District of Columbia. If you are using a ZIP code, you are in effect saying openly and notoriously that you do not live in the State of California, but, instead are a resident in the California area of the District of Columbia (a federal district). Get this very valuable one page document. \$1.00 [ ].

### EXPLANATION OF ZIP CODE ADDRESS PURPOSE

This article gives loads of legal citations showing the true predatory reason the federal government wants people to use zip-codes. Zip Code addresses are for the corporate United States and its agents. The federal government has as much taxing and regulatory power as it does because almost everyone in the 50 states are using zip code addresses which places all users into federal districts. If massive numbers of people stop using zip codes, we can shrink the power of the federal government. Get this one page article and learn more about zip codes. \$1.00 [ ].

### THE CASE FOR THE FREE MARKET

This is a three page article that makes a case for a compassionate free market where capitalism and socialism can peacefully co-exist. It explains why communism failed after seventy years. It presents a workable alternative to the present welfare state. It puts the welfare state on a competitive basis with free market alternatives to itself. This article will provide ample food for thought.

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### AOL extends on-line information to pagers

Vienna, Va. - America On-line has added a new service to its rapidly growing on-line service system. According to sources, AOL will transmit news, electronic mail, and other on-line information to customers to broaden the reach and appeal of the on-line industry. The Vienna, Va based company said that subscribers with alphanumeric pagers can receive some of the same fare over their pagers that are received through modern equipped personal computers. The service would link users personal E-mail box to their pagers allowing mail to be instantly transmitted regardless of location. Other services available include news and stock quotes, appealing to financial service people who are frequently out of the office. America On-line signed agreements with the paging division of AT&T Corp, and the paging provider MobileMedia, to deliver the service. America On-line would be the first of the three major on-line services to offer such service. The company which has over 2 million subscribers, competes with Compuserve and Prodigy.

### Waiting for a Pay Phone

China's teledensity, the average number of phones per 100 people, was a mere 3.2 phones in 1994. Combine that low number of phones, with an economy that's expected to grow 11-14% annually, and you have a recipe for a major telecommunications market. Beijing and Shanghai, two of China's most populated cities rated at 18 and 15.7 phones per 100 people respectively. China's Ministry of Posts and Telecommunications plans to increase their teledensity 1% each year through the end of the decade.

### Comcast to offer link to internet

Comcast Corp. is about to offer a new means of accessing the internet. The new system connects you not by phone line, but over your cable TV hookup, at speeds of 50 to several hundred times faster than commonly used phone modems. The Philadelphia based cable company said that the new system would be built and tested in Lower Merion, Philadelphia and Willow Grove, systems totalling 214,000 subscribers. Over the next year, 300 families will test the service that Comcast hopes to offer nationally to it's more than 3 million subscribers, late next year. Previously, on-line services have only been available over phone lines, but this system is a move to end this monopoly, and stiffen competition between cable and telephone companies. Comcast has also made plans to offer standard dial up phone service over its cable systems as well. Although other cable systems have been testing cable modems, using the same coaxial cable that deliver TV programs, Comcast is the first to use its own servers to create on-line services localized to different cable territories. Comcast executives said new services would become possible as they rebuild their networks with fiber-optics nodes, each consisting of 200 to 1000 homes linked via coaxial cable, allowing computer and TV service to be run simultaneously. Comcast is considering pricing high speed on-line access at \$5 to \$10 per month.

### Small satellite dish systems a growing business..

The numbers have been counted, and for a new generation of satellite TV, the news is good. In January, Hughes' Direct TV division and partner USSB announced that since their small dish satellite services went national in October, they have signed up 350,000 subscribers, and are adding 100,000 new customers a month, so by the time you read this, they should have around 950,000 subscribers. The manufacturer of the small dish satellite systems, Thomson Consumer Electronics produced over 590,000 units by the end of 1994, and is adding manufacturing lines to keep up with demand. It takes as much as two months for finished DSS units to reach retailer shelves that account for the difference between finished units and subscribers, company officials said. Representatives from all three companies traveled to the Consumer Electronic Show in Las Vegas for a progress report. "During the holiday season, consumer demand was extremely strong, and our retail surveys indicate that most dealers had a complete sellout" said Jim Meyer, a Thomson senior vice president. Despite its fast growth, satellite TV is a drop in the bucket compared to the nations 58 million cable households, but it is a growing market. DirecTV, USSB, and Thomson expect to add up to 1.5 million new subscribers in 1995, and 2 million in 1996, and later this year are planning to launch a third satellite bringing the total available channels to nearly 200. The direct broadcast industry finished 1994 with 600,000 subscribers. Of those, 250,000 are customers of PrimeStar, a 4 year old company owned by a consortium of cable operators, using a different frequency and a slightly larger dish. PrimeStar said it tripled subscriptions when in July of 1994, it switched from an analog system, to one that transmits its signals in digital form. During the switchover, PrimeStar kicked off an ad campaign hoping to take some of the fire out of DSS's national rollout. PrimeStar plans to 80 channels this year, and quadruple its subscribers to 1 million.

### ISDN Rates?

Washington - Pressure by industry and government groups is forcing the Federal Communications Commission to back down from a disputed ruling that could massively increase ISDN telephone charges to triple or even 24 times current rates. The ruling would require telephone companies to charge for ISDN lines based on the number of channels in the ISDN lines. Since most users of ISDN service have the BRI(Basic Rate Interface), which has 3 channels, the FCC decision would mean a tripling of current ISDN rates. Some ISDN lines for high volume users have as many as 24 channels. Sources say that the teleconferencing and interactive imaging systems would be hardest hit by this ruling, crippling new videoconferencing. Internet providers, and any other data communication system requiring the higher bandwidth of ISDN. That in turn could affect burgeoning sales of ISDN chips, video compression chips, and high speed relay chips that go into computer and communications equipment. This ruling could also affect emerging ISDN technology developed by a desktop networking venture of IBM, Chipcom Corp., and L.M. Encoson. They are developing an ISDN link to a computer networking standard known as ATM (Asynchronous Transfer Mode), a networking topology that is more efficient than current networking standards such as Ethernet for transferring real time audio and video. The US Commerce Department has entered the fray, telling the FCC that their ruling would severely impact new computer services "just as the market for them is poised to take off" said Assistant Commerce Secretary Larry Irving. "Consumers, businesses, and educators are using ISDN for high speed Internet access, telecommuting, videoconferencing, and PC based collaboration", he stated that the impact of higher ISDN rates was too great to be addressed by the FCC Common Carrier Bureau as part of a simple tariff filing. "This raises policy issues which would be best addressed in the context of a rulemaking process, not in a tariff review process". This feeling was echoed by Santa Clara based Intel Corp., stating that the success of desktop PC videoconferencing is dependent on low cost ISDN service.

### In the News

Israel's former top wiretapper has been appointed as president of Cellcom, Israel's second cellular telephone network. Cellcom announced in March that former secret police chief Yaacov Peri would assume the office. Peri, age 51, retired in February after nearly 30 years in the service that operates most of the legal (ha ha) wiretaps in Israel.

*A past secret police chief heading a phone company?? The Israeli people should consider the implications.*

### Telecom Reform Bill Clears Major Hurdle

The Senate Commerce Committee has approved a telecommunications reform bill removing most restrictions limiting local telephone companies, long distance carriers, cable companies, and electric utilities from competing in each others markets. The panel unsuccessfully tried to pass such legislation last year. Major provisions of the bill included:

- Regional Telephone companies would be allowed to manufacture equipment, a prohibition enacted during the antitrust suit that broke up AT&T.
- Both regional and local telephone companies could enter the long distance service market once they met a 14 point criteria assuring that their local markets were open for competition by other carriers.

- Cable TV operators will be allowed to provide dialtone to consumers, breaking the telephone companies' monopoly in telephony.
- Local phone companies could offer cable television in their own areas, but they would have already given this right to Bell Atlantic, and BellSouth, and the Telecommunications Reform bill could remove all restrictions immediately.
- Electric utilities that have installed fiber or coaxial lines to subscribers could be required to offer them to other users.

Last year the Senate Commerce Committee approved a bill opening up the market for direct broadcast satellites in intense bickering by the large telecommunications interest group. The bill would allow direct broadcast satellites to use US-made equipment. The regional phone companies seemed happy to see the bill, as it would allow them to enter new markets. In addition, direct broadcast satellites would classify them as common carriers subjecting them to a myriad of regulations.

## Chip Theft

A growing problem is surfacing in California, chip theft! An estimated \$1 billion worth of chips are stolen each year. The challenge is to recognize it that someone is buying these stolen goods. The challenge is finding their way into legitimate sources of supply. Even worse is that they very well know, or at least strongly suspect are stolen. Several companies have experienced in a number of different chip sting operations. "In one instance, I said that it was so hot that I had to handle them with as much care as they came from." Has Darwinian survival of the fittest finally invaded the chip industry? anything to keep production lines going? It appears so.

## Drug Encryption

A new DEA computer network is being constructed to ease drug enforcement efforts of the four southwestern states of California, Arizona, New Mexico, and Texas. The network, the Southwest Border States Field Counternarcotic Information Sharing System, will be used to share information on drug trafficking.

Enterprise Solutions Ltd. based in Westlake Village, Calif was awarded a contract to develop a secure data encryption system that will be integrated with the Entrust family of data security products. The system will be protected by a Cipher X5000 host encryption device.

The system was also chosen by the General Services Agency to encrypt information on the government wide FTS 2000 network X.25 services. The initial demonstrations of this new network, which could eventually span all 50 states, began in March, and is expected to be completely deployed by mid 1995.

## Satellite Radio

Washington - A new radio service is under consideration by the FCC, one that will make a package of radio stations available almost anywhere. The new service including all types of channels - weather, sports, music - would be transmitted by satellite and available nationwide. Other services available on such a system would be stock quotes, or other information to a mobile fax machine. To get the service, users would have to install a special radio and antenna, and under most proposals, the users would have to pay a monthly fee. But even if regulators clear the service this year, it will take up to 3 years for applicants to build and launch satellites. CD Radio Inc. is the first company to ask the FCC to establish the new service, expecting to charge between \$5 and \$10 a month for as many as 50 channels. Retail prices for the receivers have yet to be determined. Local radio stations are worried about the systems which will deliver dozens of channels. The stations fear that it will fragment their audiences, drive down advertising rates, and shrink funds for local programming.

## Wireless Data Communication

A new player has entered the fledgling wireless data communications market, but not who you would expect. Newport Beach, California based real estate developer, Koll Co. has given another example of the companies plan to diversify from its core commercial development business. Over the past year, the company has acquired a homebuilding company, formed a venture to develop in China, and expand its current development operations in Mexico, and now the Orange County, CA developer and two partners have jumped into the fledgling market for personal data communications services, a market that's expected to explode. The Federal Government is currently auctioning off PCS (Personal Communications Services) licenses, which is expected to generate an estimated \$10 billion for Uncle Sam. These services will allow consumers to use hand held PCS devices at home, work, or on the go, proving invaluable to the telecommuter. The licenses granted by federal regulators have time limits, and Koll and its partners LCC and Casterlock Telecommunications, are betting that those who win PCS licenses, cellular and cable TV companies, won't have the ability to build their own networks before their licenses expire. Koll has named Mike McNelly, as president of the new division, Koll Telecommunications. McNelly helped build one of the first cellular systems in San Francisco, and for the last 5 years has run engineering and operations at L.A. Cellular in Cerritos, CA.

## Cray Computer Corp. Files for Bankruptcy

The most well known supercomputer manufacturer filed for chapter 11 protection in late March, signalling the possible end to the newest company of supercomputer pioneer Seymour Cray, who also formed Control Data Corp. in 1957. The company cited problems trying to raise \$20 million to continue operations as reason for the filing, causing stock in the Denver based company to plunge from 94 cents to 25 cents in Nasdaq trading. The company listed its debts at \$18.8 million, and assets at \$22.9 million in its chapter 11 petition. The company suspended work on its Cray 3 and Cray 4 supercomputer lines, and laid off most of its 360 workers, but "They are planning to stay in business at least until they reach a point where they can pay off their creditors," said Jack L. Smith, a Denver attorney who is representing the firm. Company officials released a statement that the bankruptcy was "in the best interests of Cray's creditors, stockholders, and other interested parties." The company becomes the third supercomputer manufacturer to seek US Bankruptcy Court protection. It follows similar action by Kendall Square Research, of Waltham Mass., and Thinking Machines Corp., of Cambridge, Mass., both filing chapter 11 petitions last year.

## University of Michigan Group Forms Community Library for the Internet

A group faculty members and students at the University of Michigan, are trying to create the first community library on the Internet. The library contains dictionaries, an atlas, and other basic library books. It also offers texts of many classic books such as the works of Shakespeare. The Internet Public Library is available on the World Wide Web at <http://pl.sils.umich.edu>. Joseph Janes, assistant professor, at the University's School of Information and Library Studies, dreamed up the system as work for a seminar he teaches on information technology. "We are a public library...that serves the community of internet users," says Janes last fall, 36 of his students began creating the library. The Internet Public Library opened for business on March 17th, and in 3 days, about 2500 Internet travelers from 30 countries has visited the library. Janes said the library will stay open after the term ends as several students and other people on the net have volunteered to help keep the system running. He hopes to eventually be able to offer real time library assistance.



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Society!*  
**BE DIFFERENT!  
THINK!  
HAVE GOALS!  
READ BLACKLISTED!**



*Have any "Bright" ideas?  
If so, why not write us  
a letter or give us a call?  
We'd sure love to hear from  
you!  
Really, we would!*

## Bathroom Men!

### TYPES OF MEN ONE WOULD MEET IN A PUBLIC RESTROOM:

1. **EXCITABLE:** Shorts half twisted around, can't find hole, rips shorts.
2. **SOCIABLE:** Joins friends in piss whether he has to go or not.
3. **CROSS EYED:** Looks into urinal on left, pissed into one in the center, flushes one on the right
4. **NOSY:** Looks into next urinal to see how other guy is fixed.
5. **TIMID:** Can't urinate if someone is watching, flushes urinal as if he has already used it, sneaks back later.
6. **INDIFFERENT:** All urinals being used, pisses in sink.
7. **CLEVER:** No hands, shows off by fixing tie, looks around, pisses on floor.
8. **WORRIED:** Is not sure what he has been into lately, makes quick inspection.
9. **FRIVOLOUS:** Plays stream up and down and across the urinal, tries to hit fly, never grows up.
10. **ABSENT MINDED:** Opens vest, pulls out tie, pisses in pants
11. **DISGRUNTLED:** Stands for a while, gives up, walks away.
12. **SNEAK:** Farts silently while leaking, acts innocent, knows man in the next stall will be blamed
13. **CHILDISH:** Leaks directly into bottom of urinal, likes to see it bubble
14. **PATIENT:** Stands very close for a long time waiting, reads newspaper with free hand
15. **DESPERATE:** Waits in long line, teeth floating, pisses in pants
16. **EFFICIENT:** Waits until he has to crap, then does both jobs
17. **TOUGH:** Bangs dick up against side of urinal to dry it.
18. **FAT:** Has to back up and take long blind shot at urinal, misses, pisses on shoes.
19. **LITTLE:** Stands on box, falls in, drowns.
20. **DRUNK:** Holds left thumb in right hand, pisses in pants

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## UFO's - Propulsion Systems

by: Brian Vanderkolk

Back when the concepts of flying began, it turned out to be something called the Bernoulli Effect that kept the primitive gliders in the air. Basically, the shape of an airplane's wing, the airfoil, causes the air over the top of the wing to take a longer path than that under the wing. In order for the air to do this, it must travel faster over the top. Because the air moves faster, the pressure drops. This is Bernoulli's Theorem. Because the air pressure above the wing is greater than that under the wing, a relative vacuum develops that literally sucks at the wing creating lift. Airplanes are held in the air by a vacuum force over the wing, not by pressure under the wing as many think.

But flying began with gliders. The problem was how to keep the aircraft moving through the air. Propulsion. The Wright brothers had an elegant solution. They simply took two short wings, mounted them on a shaft, and rotated the whole structure. The propeller is born. But the propeller has its limitations. No propeller driven aircraft has ever exceeded the sound barrier. The Air Force had experimented with a variant of the F-84 Thunderjet by installing a 6000 hp Allison piston engine with a three blade propeller. The aircraft, designated F84-H, was meant to become the first supersonic propeller driven aircraft, but only achieved a speed of 670 MPH, not supersonic, yet still claiming the speed record for propeller driven planes. The plane also had another claim to fame. It is the noisiest aircraft ever built. Although the plane was not supersonic, the tips of the propellers exceeded Mach 1 even while taxiing, creating hundreds or even thousands of small sonic booms every minute.

The next large advancement in aircraft propulsion came with from Nazi Germany in the form of the jet engine, although Hitler did not realize the advantage of the design in time to win the war. The jet has undergone many variations and improvements, including turbo-jets, turbo-fans, afterburners, and hybrid ram-jets. Jet power brought practical aircraft into the supersonic age. The fastest acknowledged aircraft is the United States Air Force's SR-71 Blackbird with an absolute world speed record of 2,193.17 MPH at a record altitude of 85,069 feet, attained on July 28, 1976. Actual performance of this aircraft is still classified even though it has been dropped from service.

Even though one thinks of jets and supersonic ability as going hand-in-hand, it was the rocket powered Bell XS-1 piloted by Chuck Yeager on October 14, 1947 that was the first aircraft to safely exceed the sound barrier. The XS-1, or more popularly the X-1, was fueled by super cooled liquid oxygen and diluted ethyl alcohol, providing 6000 pounds of thrust. This flight took the plane to Mach 1.06 for 20.5 seconds at an altitude of 45,000 feet, about twice the time the first Wright Flyer was in the air on its maiden flight. Mach 2 was exceeded by Scott Crossfield in the Douglas D-558-2 Skyrocket in November 1953, climbing to an altitude of 83,000 feet and diving for the speed run to 62,000 feet. The fastest rocket plane, the North American X-15 was designed to fly in excess of six times the speed of sound at over 250,000 feet altitude, nearly 50 miles. This plane literally flew into space and back. The XLR-99 engine on the X-15 was the first throttleable rocket engine, the pilot being able to control thrust from 50% to 100% of the 57,000 pound thrust from the engine. The X-15 was fueled by liquid oxygen, anhydrous ammonia, and hydrogen peroxide. The fastest the X-15 ever flew was Mach 6.7 (4534 MPH) on October 3, 1967, piloted by MAJ. William J. "Pete" Knight, in a modified X-15 designated X-15A-2.

The Space Shuttle, weighing in at more the 4 million pounds total weight, reaches orbit with the aid of two solid rocket boosters each providing 2 million pounds of thrust and three main engines on the shuttle itself providing an additional 1.5 million pounds of thrust. The main engines are fueled by liquid oxygen and liquid hydrogen. The shuttle orbits at an altitude of 380 to 500 miles depending on the mission, at a speed in excess of 27,000 MPH.

This should give you some idea of the enormous amount of energy and engineering it takes to propel man into space. Yet all this is done through brute force, utilizing Isaac Newton's third law of motion, "for every action, there is an equal and opposite reaction." How on earth, or elsewhere, for that matter, are we ever going to travel the stars with reasonable ease? Let us disregard the need to carry massive amounts of fuel for a moment, and let's assume we have a rocket so powerful it can accelerate us to the speed of light. It would still take us 3.8 years to reach the nearest star, Proxima Centauri. Sirius, the brightest star in the night sky, is 8.76 light years away. The north star, Polaris, is 1,254 and the middle star in Orion's belt, Anilam, is 2,038 light years away. As you can see, even at the speed of light, it is nearly impossible to explore the universe.

But what about exotic propulsion systems? Is warp drive possible? Is there such a thing as anti-gravity? Practical science tells us no. Yet there is evidence that such exotic propulsion systems are at least theoretically possible, if not practical in the future. There is even evidence that advanced research groups in the world's top secret military development centers may be experimenting with working models of such devices.

Einstein gave us the theory of relativity, which gave the world concepts such as the time-space continuum and the four-dimensional curving of this continuum through gravitational influences. Relativity theory has been supplanted by quantum theory, giving us even more bizarre concepts about our universe. The more mankind learns about his surroundings, the more he learns how much more there is to learn. Could there be some forces in nature that we have yet to discover? Have yet to realize them for what they really are? Could the answer be right under our noses? It's very possible.

Every electronics student knows that if you pass an electric current through a wire, a magnetic field is created around that wire. A powerful magnetic field can be made by shaping the wire in a coil. Very powerful electromagnets are used in junk yards on cranes to pick up whole cars. By alternating the electric current an oscillating magnetic field arises. This is basically an electromagnetic wave. Different frequencies of EM waves manifest themselves as radio waves, microwaves, infrared, visible light, ultraviolet, x-rays, gamma rays, and on to the mysterious cosmic rays coming from space. It is obvious that electricity and magnetism are related in a fundamental way. Is it possible that either of these is related to gravity?

(Continued on page 45)

# U.K. BREVITY CODES!

By Jones Peter

Here's a list of codes used by official bodies located within the U.K.

Code	Description of code
BACK-UP	Unit behind eyeball vehicle waiting to take the lead.
BATPHONE	Unofficial word for H/Held Motorola 8000S cellular phone.
BAULKED	Target or unit is held by lights or heavy traffic.
BIG AIR	Refers to unit monitoring regular police channels.
BLOW OUT	Target is believed to be aware of surveillance.
BURNED	Unit car or officaer is believed to have been spotted.
CONTACT	Target or targets vehicle relocated after search.
CONVOY	Series of vehicles following target also in vehicle.
COVERT	Sun visor or body worn disguised microphone.
CPS	Cetral police station.
DRUM	Targets dwelling.
EYEBALL	Covert officer with closest visual on target.
FOOT MAN	Officer on foot, usually in the immediate area of the target.
FRIENDLIES	Plain clothed policeman mingling with suspects.
GO	Unit has permission to transmit.
HA	Home address.
LIFT OFF	Target is on the move. (Some units say OFF OFF)
LOG	Refers to log kept of all target movements.
MOODY	Target looking around, showing excess caution, etc.
NATURAL	The call of nature.
NO CHANGE	Current Situation un-altered.
NO DEVIATION	Target continuing in original direction.
NO NO	Correct radio proceedure for "no."
NOT EQUIPPED	Usually means that a unit has no force-wide VHF radio.
NOTED	Transmission received and understood.
OFF OFF	Target is on the move. (Some units say LIFT OFF)
OP	Observation Point. (Private dwelling or empty flat, etc.)
ORIGINAL	Target resumed heading in original direction.
PERMISSION	Unit asking for permission to transmit message.
PNC	Police National Computer. (Vehicle Checks)
RECIPROCAL	Target returning on same route.
SCOPE	Refers to a night vision device. (Image intensifier)
SO FAR	Last transmission received.
STAND DOWN	Order to conclude that days operation.
STOP STOP	Target has stopped. (A warning to approaching units)
STRIKE	Command by senior official for strike on premisis or target.
TA	Target address.
TARGET	Subject or premisis under observation.
THE FACTORY	Refers to CPS or units main office.
TK	Telephone kiosk.
WAIT ONE	Unit told to hold next transmission.
WOODENTOP	Unofficial work for uninformed police officer.
YES YES	Correct radio proceedure for "yes."
2 Up (etc)	Identifies number of people in vehicle.
(2 clicks)	Covert way using handheld PTT button to answer "no."
(3 clicks)	Covert way to answer "yes" or indicate last message recieved.

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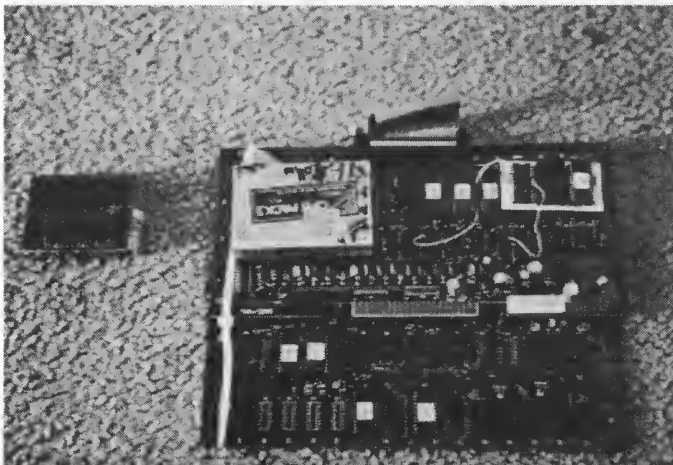
They might be a little old, but they still work!

# The High Seas of the Arcade, or piracy over the eons

by Sir Harry Wozniak

Piracy is a historical fact of life, and the field of arcade games and pinball machines is no exception. In fact, one of the most famous game companies today started in an attempt to bootleg a popular game during the 30's! Gottlieb had some true inspired success with pinball, with new upstart companies like Genco & Mills coming out with their own variations. Ray Moloney started manufacturing his own pinball machine called Ballyhoo, which was named after a popular satirical magazine during that time, around 1931. From the success of Ballyhoo was born the name of his company, Bally.

A lot of cross-pollination and similar layouts existed. Note the picture of the two pinballs machines, Moon Shot & Tropic Isle. Note how, except for the artwork, the game layout is identical. Pinball layouts tended to be symmetrical and fairly limited in scope. Little by little, more intriguing layouts came into existence to the point where a symmetrical layout today does not exist. Some revival pinballs harken back to the single level shooter's paradise. The majority of pinballs today have way too much in the way of ramps and hidden passageways.



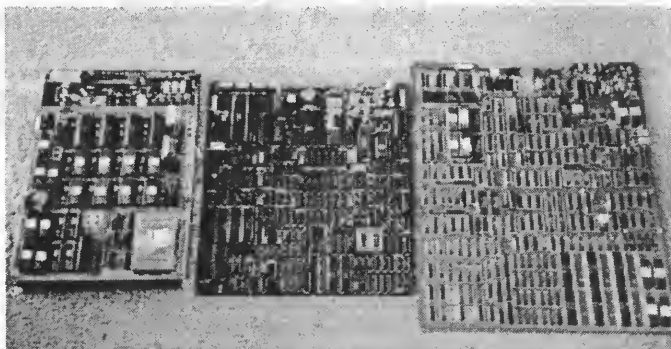
The picture (above, below) shows the Orca CPU encryption technique. The small module on the left shows the module without the potting compound. A thin wire is wrapped around the circuit board, connected to the battery (underside right of the board). If the wire breaks, all the encryption data is lost.

around the original program and introduce bootleg versions, some with different graphics or game rules. One such example would be Space Stranger, which you shot downwards into a water-filled deep (flip the picture and adjust the graphics tables to suit). No matter what the variation, it was not a new game based on the Space Invaders gameplay. It was the same program, slightly modified to appear different.

Cross-licensing could also create a fun and wonderful headache in trying to determine what is actually a bootleg and what is not. For example, Sega's Space Firebird game was actually licensed from Nintendo, who also marketed Space Firebird in their own cabinets. One of THE most famous Nintendo games to ever appear, Donkey Kong, was not even created by Nintendo, but by a small company called Falcon, who licensed Nintendo to sell the game

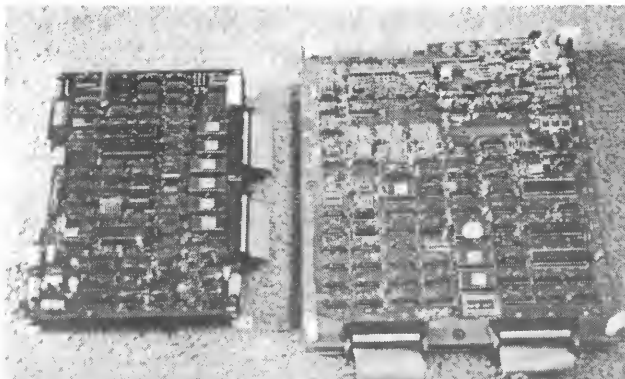
outside of Japan. Originally, the game was known as Crazy Kong. There were bootlegs of Crazy Kong, but the only real Crazy Kongs were those with the Falcon symbol, which was the Falcon bird above the cage. Technically, the importing of the Falcon boards into the USA makes them parallel PCBs, which is still an iffy subject in the game world today. Courts of law have ruled back and forth on the legality of parallel PCBs.

As a rule, the real bootleg PCB is of lower quality construction than the original PCB. It is usually fairly easy to tell a bootleg from the original. Some bootlegs are so close in design, that it is VERY hard to tell the difference. One company called Orca actually made BETTER quality PCBs than the ones they pirated from! The Orca Crazy Kong was a much smaller board than the Falcon or Nintendo PCB (the Nintendo PCB was huge and had a very bizarre design). Orca's design was a dual board system with a clean layout. Orca also came out with their own original games, some of which used THE most vicious anti-piracy device known in the game business (more on that later). Some famous Orca games were River Patrol, The Bounty, Springer, Changes, Hoccer & Espial (sort of a Xevious clone, but with the company name "Thunderbolt" on the screen.) Orca was finally shut down in 1983, and re-emerged for a while under the



This shows the legal and 2 pirated versions of Street Fighter 2. The original board is on the left, with two different bootleg types on the right. If you play a Street Fighter 2 with strange moves or glitches in the program, it will be one of the bootleg versions.

"But once you are real, you can't become unreal again."



The boards shown (above, below) are of the Donkey Kong Jr. arcade game. The regular board is on the right, and the bootleg PCB is on the left.

outwit pirates by making scores of custom chips for everything. Namco & Data East also take this approach, with Namco taking it to new heights. Data East is still the only company I have seen who uses their own flat pack CPU of their own custom design, though.

The most vicious anti-piracy system was used by Orca, who had plenty of experience to work with. Even today, their system is uncrackable, which means that due to it's nature, time is running out for certain Orca games using this system. Basically, the CPU mounted on a small PCB with a battery RAM which holds encryption data. The battery power is run through a wire wrapped a couple of times around this custom PCB, and then the whole assembly is potted tight. Any attempt to break into the potting can cause pieces to shatter, which cuts the power wire, easing the encryption data. No one has been able to re-engineer this system successfully as of yet. As a result, certain Orca games such as Springer, Marine Boy & the Bounty & Moguchan are worth more and more, if they are in working shape.

Potting CPUs is practiced by other companies, but Orca made it into a high art. Sega used a neater package replacing their 68000 and watch batteries for the data. Moonwalker & Shinobi & Altered Beast used this approach, as did Enduro Racer & Space Harrier. Sometimes, the battery encryption RAM can be mounted onboard along with the battery, as in the case of Mitchell's game Buster Bros. Naturally, any attempt to replace the encryption RAM resulted in the game no longer being operational.

A rather interesting method of anti-piracy and storage came when Konami announced a game system which used bubble memory to store the game program. (bubble memory is an interesting technology which is in very little use today which consists of magnetic bubbles being passed along a series of magnetic forms on a chip substrate by means of a rotation magnetic field. the memory was read in serial fashion, and proved to be too slow and unworkable for videogame situations.

Capcom thought they had the last word when they invested 5 million + in the design of the CPS system. This 3 board integrated system placed all of the graphics systems into a single chip, with another giant chip for game encryption, and battery encryption. Capcom used this system for their most famous hit game, Street Fighter 2. The game proved to be so popular that it eventually got pirated and in fact, today, the number of bootlegged PCBs of any SF2 title exceeds that of the original game. This caused Capcom to basically abandon the CPS system in favor of their System II. It will eventually be cracked, if it's not already.

Bootleggers used hi tech equipment to probe the chip secrets. They resort to cracking the tops form chips and copying the chip die itself. They can then contract a reputable chip manufacturer to turn out the chips for themselves. (I have seen such an example of a bootleg chip with a TI signature on the mask. The pirate was readily tracked by the batch identification).

This brings up an interesting aside into the home market where Nintendo is suing Samsung for bootleg donkey Kong Country chips. IMHO, Samsung was merely given the chip die and told to run it off for a certain customer. They can claim trade secrets proprietary as a cover, but eventually, all will get their just due.

name of Kyugo, best known for Flashgal and Airwolf

Sometimes, other legal companies can also start by bootlegging. Toa Plan, for example, has been bootlegging for a while. I have seen a Toa Plan Frogger bootleg. Fair quality. To their credit, Toa Plan cleaned up their act and started making their own games which were very famous, such as Sky Shark, Twin Cobra, Outzone, & Knuckle Bash. They went bankrupt last year.

Companies have striven to outwit pirates by using custom hardware. Some hardware designs get to be insanely tricky. Data East had their DECO system, which had a potted custom module key and a program which loaded from a micro tape cassette. Every time the game was powered up, it would take 2 minutes to load the game program. the DECO system had a large amount of games, but only two hit games, BurgerTime & Bump & Jump. (Both games were licensed to Bally, and put on a regular ROM type PCB layout). Sega sought to

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# Cellular Hacking - What exactly is it, anyway? Part II

By Digital Thunder

In the last issue we described some of the basics of how a cellular phone communicates, and gave a lengthy, but very complete listing of ALL the frequencies used in cellular communications. Now we will give some detailed information of just how a VALID cell call is made.

When one places a cellular call, two very important pieces of information are transmitted from the phone to the base; the Electronic Serial Number (ESN) and the Mobile Identification Number (MIN). These two numbers are checked by the cell companies computers to make sure they belong to each other, and that the ESN had not been "hot listed", i.e. marked as bad due to fraudulent use. This information, once validated, is used for billing purposes.

The data is sent in Non Return to Zero (NRZ) code, which is also known as phase-key shifting. This is a fairly simple method of encoding data, similar to how data is stored on a magnetic disk. The data is transmitted in binary 0's and 1's, but is not represented by the 0's & 1's. Rather, the information is represented when the data changes from a 0 to a 1 or vice versa. If the NRZ data does not change from one bit to the next, the actual data is a 0. If it changes from a 0 to a 1 or from a 1 to a 0, the data is a 1.

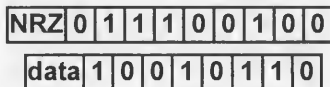


fig 1

The ESN and MIN are stored within the cell phone on two chips. The ESN is on a Programmable Read Only Memory (PROM) and the MIN is on the Number Assignment Module (NAM) which is basically a 32 x 8 bit PROM which can be programmed right on the phone handset on most phones. One common phone which is an exception is the OKI 900. This chip is almost always referred to as the NAM.

The NAM contains much information which is necessary for proper operation of the phone. There are 32 8-bit words programmed on the NAM in a generally standard format, with each address defined for a specific purpose. Refer to figure 2 for the following definitions. Note, though, that bytes 13-1D which are defined in the chart as not used are often used for manufacturers options.

Definition	Hex	Contents
PS, SIDH (bits 14-8)	00	XXXXXXXX
SIDH (bits 7-0)	01	XXXXXXXX
LU, MIN MARK	02	000000XY
A/B, RI, MIN2 (33-28)	03	XYZZZZZZ
MIN2 (27-24)	04	XXXX0000
MIN1 (23-20)	05	0000XXXX
MIN1 (19-12)	06	XXXXXXXX
MIN1 (11-4)	07	XXXXXXXX
MIN1 (3-0)	08	XXXX0000
SCM (3-0)	09	0000XXXX
IPCH (10-8)	0A	000000XX
IPCH (7-0)	0B	XXXXXXXX
ACCOLC (3-0)	0C	0000XXXX
PS	0D	0000000X
GIM (3-0)	0E	0000XXXX
LOCK 1, LOCK 2	0F	XXXXXXXX
LOCK 3, LOCK S	10	XXXXXXXX
EE, REP	11	X000000Y
HA, HF	12	X000000Y
not used	13-1D	00000000
checksum adjust	1E	XXXXXXXX
checksum	1F	XXXXXXXX00

fig. 2

**SIDH** - System Identification for Home System. This is a 15-bit number. Bits 14 and 13 are the international code bits. This is sometimes entered as a 5 digit decimal number when reprogramming. Note that bit 15 of byte 00 is a duplicate of PS used later.

**LU** - Local Use. This 1-bit flag tells the user if they must first preregister with the system by sending its parameters as soon as powerup tests are completed. Enabled with a "1". Usually enabled.

**MIN MARK** - This 1-bit flag tells the phone if it must send MIN2 when making a call. Enabled with a "1". Usually enabled.

**A/B** - A 1-bit flag used by AT&T, Hitachi, and Mitsubishi phones to select Band A or Band B use. All other models MUST be set to "0".

**RI** - A 1-bit flag used by AT&T, Hitachi, and Mitsubishi phones to select roaming ability; use of the phone outside it's home system area. All other models must be set to "0".

**MIN2** - 10-bits representing the area code of the mobile ID number.

**MIN1** - 24-bits representing the cell phones telephone number. Combining MIN1 & MIN2 gives the MIN transmitted at the beginning of the call.

**SCM** - Station Class Mark. This 4-bit field actually contains 3 different pieces of information. The first bit tells how many channels it can use; "0" = 666 and "1" = 832. The second bit is set to "0" for mobile units and to "1" for voice activated transmission. The last two bits give the power class of the phone; "00" = 3 watts, "01" = 1.2 watts, and "10" = .6 watts. "11" is not used.

**IPCH** - Initial Paging Channel for the home system. An 11-bit field. Usually set to 334 (decimal) for wireline and 333 for non-wireline systems. Many phones allow other settings for "testing".

**ACCOLC** - Access Overload Class. 4-bits. This basically sets the priority that any given phone has in the event of a system overload. Normal customers are set to 0 plus the last digit of the cell phone number giving a range of "00" to "09". Test phones are set to "10" and emergency vehicles to "11". 12-15 are reserved but are usually assigned to police, fire, and military users.

**PS** - Preferred System. 1 bit. A setting of "0" designates channels 334 to 666 (for B band systems) and a "1" designates 1 to 333 (for A band systems).

**GIM** - Group Identification Mark. 4 bits telling the cell phone how far to look for it's home system if it is roaming in another system that has a roam agreement with the home system. Usually set to "10".

**LOCK** - The lock digits are the keys to getting into the phone for reprogramming. A "0" is represented by "A" in the hex code. The lock code is only three digits so use a "0" for the first number when reprogramming. Sometimes a code of "0000" will unlock the phone.

**EE** - End to End signalling. A 1 bit field that when set tells the phone to transmit the DTMF tones over the voice channel as well as sounding them on the handset. This is usually set to "1" to allow users to access services like Bank by Phone and third party long distance carriers like MCI and Sprint.

**REP** - Repertory memory. A 1 bit flag that is set to a "1" to enable speed dialing, a.k.a. redial.

**HA** - Hom Alert. 1 bit with "1" enabling the feature.

**HF** - Handsfree. 1 bit with "1" enabling the feature.

Now that you know what is programmed into the NAM, you need to know what types of NAMs are available and what will work in what type of phone. Figure 3 contains a list of various manufacturers.

**If YOU have any  
information on cellular  
phones, SUBMIT IT!!!**

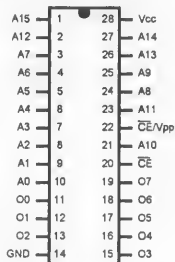
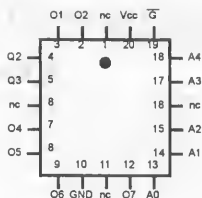
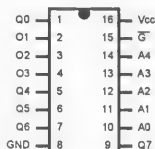
Now, before you go plugging just any old NAM chip into any old phone, please note that some phones require specific types. NEC phones will not take tri-states, they require open-collector. In order to use Harris or Signetics chips with a Fujitsu or Alpine phone, the part number must end with an "A". GE Star phones cannot use TI chips. Panasonic suggests using only TI chips.

Chip Manufacturer	Open Collector	Tri-state
Signetics	82S23	82S123
Texas Instruments	74S188	74S288
	TPB18SA030	TPB18S030
	TPB38SA030	TPB38S030
AMD	AM27LS18	AM27LS19
	AM27S18	AM27S19
Harris	HM7602	HM7603
MMI	53/6330	53/6331
	53/63S080	53/63S081
NSC	DM54S188	DM54S288
	DM74S188	DM82S123
	DM82S23	

Ok, now for the most important part, the ESN and it's chip. ESNs are stored on small chips in the phone the same way the NAM is. The problem with ESN chips is that they are usually unmarked and are supposedly tamper resistant. Simply removing the power source, unsoldering the old chip, and soldering in a new one with a new ESN is almost always all that is needed to reprogram the phone. The ESN chip can be read with a EPROM/PROM programmer, which can often be used to copy or program a new ESN onto the new chip. And they say these things are secure!!!

The ESN chip is either a rectangular Dual Inline Package (DIP) with leads on two sides, or a square Plastic Leaded Chip Carrier (PLCC) with leads on all four sides. The only marking usually found on these chips is the manufacturer name. Look for the following marks on the chip:

MMI	TI	NS	HARRIS
NSC	MB	DM	HM
AMD	TPB	AMPS	MOTOROLA



The ESN PROM chip is programmed at the factory and usually has the security fuse blown to "prevent tampering". For those of you who are really gung-ho, here are some typical pinouts for these chips:

Ok, so now you know what makes a cell phone unique, and how to change that uniqueness so it's not so unique, so-to-speak. :) Well, let's not mince words, how do you get an ESN and MIN pair so you can reprogram a phone to look like someone else's? Well, it's a little easier said than done. Mainly because of the equipment required. But, if you have the dedication, knowledge, and skills, it can be done. Using the master frequency list and a scanner, it wouldn't be too hard to listen in on the data channels. Then you would need to NRZ decode the signal, which could be fairly easy since all cell phones have NRZ transmission and reception circuitry built in.

The ultimate system would be to have a scanner/decoder setup with a computer that is constantly scanning the data channels for valid information and storing it away. When a call is placed, the computer automatically, and randomly, selects one of the ESN/MIN pairs and uses it, then marks it as used so it doesn't get used again.

There is also another way one could obtain ESN/MIN pairs. All cell phone companies keep records for themselves of all the phones they service and sell. What's to say some unscrupulous employee isn't willing to sell this information?

If there is anything that this and last issues articles prove, it's that there is no such thing as a secure communications system. A secure system COULD be made, but it would be so impractical that I doubt it would ever happen.

Happy roaming!



**Blacklisted! 411**

**Questions or  
comments about this  
product?  
Call Toll Free  
1-800-ESN-HACK!**

(This is a JOKE)

# YOU AND THE UNIFORM COMMERCIAL CODE (UCC)

By Robert Cohen

The United States of America is made up of two distinct legal systems. One is the common law and the other is the Kings Law. The Kings law has its source in the Constitution for the united States of America in Article 1, Section 8, Clause 17 where Congress has the power of exclusive legislation whatsoever but this area is limited to Washington, D.C. and five other territories which are Puerto Rico, Virgin Islands, Northern Mariana Islands, Guam and American Samoa. U.S. possessions, and enclaves are within the sovereign states and these areas were ceded to the federal government by the states. These are the areas where the United States is King, this is also where the Uniform Commercial Code operates. In the fifty sovereign states, We the People and our Posterity are the sovereignty. All 14th amendment U.S. citizens are also subject to the Uniform Commercial Code wherever they are.

In the common law, contracts must be entered into consciously, with understanding and knowledge of alternatives and voluntarily to be valid. Under the Uniform Commercial Code there are also implied contracts which are also binding on U.S. citizens or residents. To be a 14th amendment citizen or person is to bind oneself to all manner of implied contracts. The UCC is also based on presumptive law and a right is considered waived if not explicitly reserved. The Uniform Commercial Code is presumed to supplant the common law unless the common law is explicitly reserved when signing contracts. The monetary unit of the Uniform Commercial Code is the federal reserve note or unit (FRUs). Transactions entered into with FRUs are also UCC transactions. Things paid for with FRUs are debts discharged with limited liability and bring one within the jurisdiction of the Uniform Commercial Code unless the common law is reserved in writing.

The Uniform Commercial Code supplants the common law unless the remedy and recourse is exercised when entering any agreement with your signature. The Uniform Commercial Code remedy to the common law is UCC 1-207 which says "A party who with explicit reservation of rights performs or promises performance or assents to performance in a manner demanded or offered by the other party does not thereby prejudice the rights reserved. Such words as 'without prejudice', 'under protest' or the like are sufficient." The Uniform Commercial Code recourse to the common law is UCC 1-103.6 which says "The Code is complimentary to the Common Law, which remains in force, except where displaced by the code. A statute should be construed in harmony with the Common Law unless there is a clear legislative intent to abrogate the Common Law. THE CODE CANNOT BE READ TO PRECLUDE [PREVENT OR EXCLUDE] A COMMON LAW ACTION."

Your drivers license agreement classifies you as a California resident and it is presumed that you have waived your constitutional right to travel as a sovereign. It is best for sovereigns to renounce their drivers license and use another form of positive identification and I will have more information on that in future issues. If you want to reserve your rights under the common law while traveling and still retain your license add to your license above your signature "All Rights Reserved Without Prejudice UCC 1-207 & UCC 1-103.6." This will force the policeman and the traffic court judge to interpret their code violation consistent with the common law. If the policeman is informed that his charge is invalid unless he has a victim and a verified complaint which the common law requires, he may think twice about giving you that ticket. If he is informed and does not have a victim and verified complaint and gives you a ticket anyway you can under UCC 3-505 require him to produce the hidden contract which you signed creating a liability and reasonable identification such as his employee identification card, drivers license, social security number.

Unless you accept payment of your goods and services with gold and silver coin, you have not been lawfully paid for your goods and services. You are accepting a forced benefit when you accept federal reserve notes or units (FRUs) for your goods and services. When paid with FRUs you are letting your customers or employers discharge their debt with limited liability. By accepting this benefit without reserving your rights without prejudice you are placing yourself under the jurisdiction of the UCC and its admiralty and legislative courts jurisdiction. To make all your transactions common law transactions write on all checks you receive and deposit "All Rights Reserved Without Prejudice UCC 1-207 & UCC 1-103.6." On all checks you write above your signature write "All Rights Reserved Without Prejudice UCC 1-207 & UCC 1-103.6." This reservation says that you do not recognize the forced benefit of receiving FRUs in place of gold and silver coin as payment for your goods and services.

Under the Uniform Commercial Code an unrefuted claim stands as truth. If you should get a notice from the IRS and you ignore it and do not refute their claim within 72 hours, their claim will now stand as truth. A letter from the IRS assumes that you are a 14th amendment subject to its jurisdiction U.S. citizen and that you earned income within the corporate United States. If you ignore such a letter, you have just agreed that they are right. If you are conceived in one of the fifty sovereign states, you are not the citizen defined in the Internal Revenue Code. If you are not a federal government employee your compensation is the fruit of your labor, your property and is not a gain separated from capital and therefore not income and not wages. If you get a letter from the IRS it probably is the result of you giving an employer a W4, your social security number which made your employer think you were a U.S. citizen and your employer sent you and the IRS a W2 reporting your compensation as wages. To the sovereign citizen the income tax is voluntary.

You can refute the IRS claim that you are required to pay an income tax and file a tax return. If you stop filing which is your right even as a U.S. citizen because of the voluntary nature of the income tax and the IRS misses you and demands you file or pay a tax, you can within 72 hours refute this claim by 1> deny that you are required to file and do not owe the stated amount or any other amount. 2> I am not the citizen defined in the Internal Revenue Code and a nonresident alien in the internal revenue code which makes me a non-tax payer. 3> I am not a federal government employee and therefore do not earn taxable wages. I also did not receive any income from any area connected to the corporate United States. If you are a citizen of one of the 50 states & working in one of the 50 sovereign states, your compensation is Eisner v. Macomber (1920) non-taxable compensation earned without the corporate United States and not subject to the income tax. 4> My compensation is earned without the United States and not subject to U.S. Income Tax. 5> Give the IRS 30 days to refute your four claims and tell them failure to refute these claims within 30 days means their claim is refuted Without Dishonor and to close your account and failure to respond in a timely manner means my case is closed.

If you should get a bill from any creditor and it is incorrect or invalid, if you fail to refute it within 72 hours, under the UCC that bill stands as truth even if in fact it is invalid. If you refute the validity of the bill and give valid reasons with your refutation, you have put the burden of proof on the creditor to prove its validity. In many cases the creditor just gives up and you may never hear from them again. I once got an invalid bill for nine months before I understood the UCC and they threatened to go to a collection agency. Once I refuted the bill and told them why it was invalid I never heard from them again and the matter was dropped.

**Note:** This article was reprinted from Freedom and Sovereign Technology Volume 1, Issue 5 with permission.

# Blacklisted! Abbreviation Listing (A-C)

In this issue, we will start with our HUGE listing of common abbreviations used in the areas we tend to write about. We could only fit abbreviations through C's in this issue. We'll put some more in the next exciting issue! If you ever have any additions to this list, please fax them to us, write us a letter, call us, etc. P.S. This was a submission! Do we all know what THAT means? WE DID NOT WRITE THIS. Hell, something similar was probably already printed somewhere else before we got ahold of this. Anyhow, the acronyms on the following pages are VERY useful Enjoy!

15M	Fifteen minutes	ACH	Attempt per circuit per hour
15S	Fifteen seconds	ACI	Answer controller interface (IOM2 monitor command)
1CF	Singal party coin first pay phone	ACIA	Asynchronous communications interface adapter
1FAC	Interface packs	ACK	Acknowledge
1FB	One party flat business rate	ACK	No acknowledgement wink
1OF	One party official (telco) business line	ACK	No acknowledgement wink (MDII)
2SPDT	Partial dial timeout in the second stage of a traditional 2-stage international	ACKDB	Acknowledgement database
2SPST	Permanent signal timeout in the second stage of a traditional 2-stage international	ACM	Address complete msg. (SS7: in ISUP)
2SVCA	Vacant code in the second stage of a traditional 2-stage international outbound	ACOF	Attendant control of facilities
2W	Two wire (pair) (circuit)	ACP	Action point
2WAY	Two-way trunk groups	ACSE	Association control service element
300	Log command menu (SARTS command)	ACSNET	Academic computing services network
376	Log clear (SARTS command)	ACSR	Automatic customer station rearrangement
384	Write log (SARTS command)	ACSU	Advanced T-1 channel service unit
385	Read log (SARTS command)	ACT	AC Testing definition
399	Log print (SARTS command)	ACT	AC testing definition
3KHZ	Three kilohertz	ACT	Activate
3RNGR	Three ringer	ACT	Active
3WO	Third wire open	ACT	Auto or automatic circuit transactions
4W	Four wire (pair) (circuit)	ACTS	Automated coin toll service
600	Test menu (SARTS command)	ACTV	Acticated
600B	600-ohm bridged connection	ACTVD	Activated
811	Detail tests (SARTS command)	ACU	Alarm control unit
821	Macro command menu (SARTS command)	ACU	Automatic calling unit
831	Automatic test command (SARTS command)	AD	Attendant INTER/TRA blocal 1-26
735T	735-ohm compromise termination	ADAP	Audix data acquisition package
7A	Action field contains an error	ADAS	Advanced directory assistance system
7D	Data field contains an error	ADC	American digital cellular
7E	Error exist in the message but can ot be resolved to the proper field	ADC	Analog to digital converter
7I	Identification field contains an error	ADCCP	Advanced data communication control procedure
7T	Time-out has occurred on channel	ADCCP	Advanced data communications control procedure
7W	Warning message	ADCI	Automatic display call indicator
A	A side (lead) (pair)	ADD EXP	Address expander
A	Area	ADDL	Additional
A	Telephone number or trunk group and member number from trouble	ADDR	Address translations
A/B	Two wire phone connection (T&R)	ADJ	Adjust
AA	Automatic answer	ADM	Add-drop multiplex
AA	Packet analog access line INTER/TRA blocal 1-26	ADMA	Advanced DMA controller SAB82258
AABS	Automatic alternate billing service	ADN	Abbreviated dialing number
AAE	Auxiliary access equipment	ADP	Automatic diagnostic process.
AAR	Automatic alternate routing	ADPCM	Adaptive PCM
AAX	Automated attendant exchange	ADS	Administration of designed services
AB	Packet switch trunk INTER/TRA blocal 1-26	ADS	Administration of designed services review
ABATS	Automatic bit access test system	ADS	Advanced digital system
ABATS	Automatic bit access test system (DDS service)	ADS	Audio distribution system
ABC	Automatic bill calling (TSPS)	ADS	Auxiliary data system
ABF	Abandon failure	ADSL	Asymmetrical digital subscriber line
ABF	Abandon failure (MDII)	ADTS	Automated digital terminal system
ABHC	Average busy hour calls	ADTS	Automatic data test system
ABL	Auxiliary Buffer oder word Left half	ADTS	Automatic digital terminal system
ABM	Asynchronous balanced mode (-> SABME)	ADU	Automatic dialing unit
ABME	ABM extended	AERM	Alignment error rate monitor
ABR	Auxiliary Buffer order word Right half	AF	Commercial audio fulltime INTER/TRA blocal 1-26
ABS	Alternate billing service	AFACFS	Automatic facilities test system
ABS	Alternative billing service	AFADS	Automatic force adjustment data system
ABSBH	Average busy season busy hour	AFE	Analog front end
ABT	Abort	AFI	Authority and format identifier (ISO 7498)
ABV	Above	AFSC	Advanced features service center
AC	Administrative computer	AFSK	Automatic frequency shift keying
AC	Alternating current	AG/EEE	Above ground electronic equipment enclosures
AC	Assembly code	AGC	Automatic gain control
ACA	Asynchronous communication adapter	AGM	Normal aging months
ACB	Annoyance call bureau	AGND	Analog ground
ACB	Automatic call-back	AGT	Accelerated aging type
ACC	Audio communications controller	AI	Activate indication (C/I channel code)
ACCS	Automated calling card service	AI	Artificial intelligence
ACD	Automatic call distribution	AI	Assigner's initials
ACD	Automatic call distributor	AI	Automatic identified outward dialing INTER/TRA blocal 1-26
ACDA	Automatic call disposition analyzer	AIC	Automatic intercept center
ACDN	Access Directory Number	AICC	Automatic intercept communications controller
ACDN	Access directory number	AIN	Advanced intelligent network
ACE	Assignment change establish	AIOD	Automatic id of outward dialing
ACE	Automatic calling equipment	AIOD	Automatic identification of outward dialing
ACES	Aris cabs entry system	AIS	Alarm indication signal
ACF	Advanced communications functions	AIS	Alarm indication signals
ACFA	Advanced CMOS frame aligner peb2030	AIS	Automatic intercept system
ACG	Automatic call gap	AIT	Analit initialization of tables
		AIU	AI upstream
		AL	Altimate services INTER/TRA blocal 1-26
		ALATS	Automatic loop access system system (DDS service)
		ALBO	Automatic line buildout
		ALE	Address latch enable

ALE	Automatic line evaluation		message
ALFE	Analog line front end	ARA	Automatic reservation adjustment
ALGOL	Algorhythmic computer language	ARC	Administrative responsibility code
ALI	Automatic location identification	ARC	Alternate route cancellation
ALIT	Automatic line insulation testing	ARC	Alternate route cancellation control
ALL	All events	ARC	Audio response controller
ALL	All module controller maintenance interrupts	ARCOFI	Audio ringing codec filter
ALL	Turns on all IDs	ARCOFI-SP	ARCOFI + speakerphone function
ALPT	Alarm scan points	ARCOS	ARCOFI coefficient support program
ALRM	Alarms	ARCOTI	SIPB telephone module
ALRU	Automatic line record update	ARD	AR downstream
ALS	Automated list service	ARG	Alarm reference guide
AM	Administrative module	ARG	Assemble and run a given master file
AM	Amplitude modulation	ARIS	Audichron recorded information system
AM	Asynchronous multiplexer	ARL	Activation request local loop (C/I channel code)
AM	Packet	ARM	Activation request maintenance (C/I channel code)
AMA	Automatic Message Accounting	ARM	Asynchronous response mode
AMA	Automatic message accounting	ARM	Automatic R(remote test system) maintenance
AMACS	AMA collection system	ARMAR	Automatic request for manual assistance resolution
AMAIRR	Automatic message accounting irregularity	ARN	Activation request
AMALOST	Lost automatic message accounting	ARQ	Automatic repeat request
AMARC	AMA recent change	ARR	Automatic ring recovery
AMARC	AMA recording center	ARS	Alternate route selection
AMASE	AMA standard entry	ARS	Automatic route selection
AMAT	Automatic message accounting transmitter	ARSB	Automated repair service bureau
AMATPS	Automatic message accounting teleprocessing system	ARSB	Automatic repair service bureau
AMATPS	Automatic message accounting transmitter teleprocessing system	ARSSI	Automatic rough selection screening index
AMC	Add-on module connector (-> sipb)	ART	Audible ringing tone
AMERITECH	American information technologies	ARU	Activation request upstream
AMI	Alternate mark inversion code	ARU	Audio response unit
AML	Automatic maintenance limit	ASAP	As soon as possible
AMP	Advance measurement processor	ASC	Alarm and status circuit
AMP	Amplifier	ASC	Alarm and status circuit
AMPS	Advanced mobile phone service	ASC	Alarm surveillance and control
AMR	Automatic meter reading	ASCC2	Advanced serial communication controller
AMWI	Active message waiting indicator	ASCL	American standard code for information interchange
AN	Announcement service INTER/TRA blocal 1-26	ASCL	American standard code for information interexchange
AN	Associated number	ASD	Automated SMAS diagnostics
ANA	Automatic number announcement	ASDPE	Synchronous data link controller (SDLC) A reset
ANC	All number calling	ASE	Application service element
ANCT	Analysis control table	ASEC	Assignment section
ANI	Automatic number identification	ASGN	Assign
ANIF	Automatic number identification failure	ASGNMTS	Assignments
ANM	Answer msg. (SS7: in ISUP)	ASIC	Application specific integrated circuit
ANS	Answer	ASM	Analog subscriber module
ANS	Answer On Bus	ASOC	Administrative service oversight center
ANS	Answer msg	ASP	Advanced service platform
ANSER	A T&T Network Servicing System (i.e. via EADAS link )	ASP	Arcofi signal processor
ANSI	American national standards institute	ASPCGCOMP	ASP SCP response message with an ACG component received at the switch
AO	Allocation order	ASPBADRESP	ASP SCP response message received with invalid data
AO	International/overseas audio (full time) INTER/TRA blocal 1-26	ASPEN	Automatic system for performance evaluation of the network
AOC	Advice of charge (i.256 B)	ASPNORTEMMSG	ASP reject message ret err and a play announc recei at the switch from the SCP
AOSS	Auxiliary operator service system	ASPSNCOMP	ASP SCP response message with a send notif component received at the switch
AP	Access point	ASPTNMMSG	ASP termination notification message sent from the switch to the SCP
AP	Application (OSI layer 7)	ASR	Access service request
AP	Application processor	ASSN	Assignment
AP	Attached processor	AST	Position acknowledge seizure signal time-out (MDII)
AP	Auxiliary processor	ASYNC	Asynchronous
AP	Automatic position	AT	Access tandem
AP	Commercial audio (part time) INTER/TRA blocal 1-26	AT	International/overseas audio (part time) INTER/TRA blocal 1-26
AP-PG	Access point page	AT&T	American telephone and telegraph
APC	Alarm processor circuit	AT-1	Auto test-1
APC	Amarc protocol converter	AT-2	Auto test-2
APD	Access point data	AT01	Results of trunk test - 1AESS automatic trunk test
APD	Avalanche photo diode	ATA	Automatic trunk analysis
APDB	Access point data base	ATAB	Area trunk assignment bureau
APDL	Application processor data link	ATAI	Automatic trouble analysis interface
APH	Application protocol handler	ATB	All Trunks Busy
API	Application interface	ATB	All trunks busy
APM	Application processor modules	ATC	Automated testing control
APPC	Advanced program to program communication (IBM)	ATC	Automatic transmission control
APPL1-APPL5	Reserved for application handlers	ATD	Accept date
APS	Automatic position system	ATD	Async. TDM
APS	Automatic protection switch	ATH	Abbreviated trouble history
APS	Automatic protection switching system	ATI	Automatic test inhibit
AQ	Autoquote problem.	ATI	Awake TI
AR	Activation request (C/I channel code)	ATICS	Automated toll integrity checking system
AR	Alarm report	ATIS	Automatic transmitter identification system
AR01	Office alarm - 1AESS alarm message	ATM	Analog trunk module
AR02	Alarm retired or transferred - 1AESS alarm message	ATM	Asynchronous transfer mode
AR03	Fuse blown - 1AESS alarm message	ATM	Automatic teller machine
AR04	Unknown alarm scan point activated - 1AESS alarm message	ATMS	Automated trunk measurement system
AR05	Commercial power failure - 1AESS alarm message	ATN	Assigner's telephone number
AR06	Switchroom alarm via alarm grid - 1AESS alarm message	ATO	Time-out waiting for address complete signal
AR07	Power plant alarm - 1AESS alarm message	ATP	All tests pass
AR08	Alarm circuit battery loss - 1AESS alarm message	ATR	Alternate trunk routing
AR09	AMA bus fuse blown - 1AESS alarm message	ATRS	Automated trouble reporting system
AR10	Alarm configuration has been changed (retired inhibited)	ATTC	Automatic transmission test and control circuit
AR11	Power converter trouble - 1AESS alarm message		
AR13	Carrier group alarm - 1AESS alarm message		
AR15	Hourly report on building and power alarms - 1AESS alarm		

ATTCOM	AT&T communications	BLO	Blocking (SS7: in ISUP)
ATTG	Attendant group	BLS	Bridge lifter status
ATTIS	AT&T information system	BLS	Business listing service
AU	Access unit	BLV	Busy line verification
AU	Autoscript INTER/TRA local 1-26	BMC	Billing media coverage
AU	Auxiliary	BMD	Batch mode display
AUD	Assignment list audit	BMI	Batch mode input - TIMEREL and DEMAND
AUD	Audits	BMOSS	Building maintenance operations service system
AUDIT	Audit detected problem	BMR	Batch mode release
AUDIX	Audio information exchange	BMU	Basic measurement unit (dip)
AUP	Access unit port	BND	Band number
AUTO	Automatic	BNS	Billed number screening
AUTODIN	Automatic digital network	BNSDBOV	BVA BNS message received indicating data base overload
AUTOSEVCOM	Automatic secure voice communications	BNSDBUN	BVA BNS message returned because data base unable to process
AUTOVON	Automatic voice network	BNSGMSG	BVA BNS message received garbled
AUXF	Auxiliary frame	BNSNBLK	BVA BNS message returned because of network blockage
AVD	Alternate voice data	BNSNCON	BVA BNS message returned because of network congestion
AVD	Alternate voice-data	BNSNRTE	BVA BNS message returned because of no routing data
AWI	Awake indication	BNSTOUT	BVA BNS message returned because of timeout
AZD	All zeros data	BNSUNEQ	BVA BNS message returned because of unequipped destination
B	B side (pair) (lead)	BNSURPY	BVA BNS message received with an unexpected reply
B	Bridged connection	BNx	Business name x (x = number of line)
B	Equipment number	BOC	Bell operating companies
B6ZS	Bipolar with 6 zero substitution	BOC	Bell operating company
B8ZS	Bipolar eight zero suppression encoding (DS-1)	BOCC	Building operations control center
B8ZS	Bipolar with 8 zeros substitution (T1 pr)	BOP	Byte oriented protocol
B911	Basic 911	BOR	Basic output report
BA	Basic access	BORSCHT	Battery
BA	Protective alarm (CD) INTER/TRA local 1-26	BOS	Bit oriented signaling
BAF	Blocking acknowledgment failure	BOS	Business office supervisor
BAI	Bridge lifter assignment inquiry	BOSS	Billing and order support system
BAL	Balance	BOSS	Business office service system (NYNEX)
BAMAF	Bellcore AMA format	BOT	Beginning of tape
BANKS	Bell administrative network communications system	BOT	Bottom
BANKS	Bell administration network systems	BPI	Bits per inch
BAPCO	Bellsouth advertising & publishing company	BPOC	Bell point of contact
BAS	Basic activity subset	BPS	Bits per second
BAT	Battery (-48v)	BPSK	Binary psk
BAX	Business address x (x = number of line)	BPSS	Basic packet-switching service
BB	Blue box	BPUMP	Backup pump
BBDO/1	Binary 0s or 1s detected in b and d channels	BR	Bit robbing (CAS-BR)
BCC	Bellcore client companies	BRAT	Business residence account tracking system
BCC	Block check character	BRCF	Business and residential customer service feature
BCC	Blocked call cleared	BRCS	Business and residential customer services
BCCP	Bearer cap	BRCS	Business residence custom service
BCD	Binary coded decimal	BRDCST	Broadcast
BCCF	Blocked call delayed	BRDGE	Bridge
BCFE	Busy call forwarding extended	BRDGD	Bridged
BCID	Business customer identifier	BREVC	Brevity control
BCILD	Bulk calling line identification	BRG	Baud rate generator
BCMS	Basic call management system	BRI	Basic rate interface
DCS	Batch change supplement (NTI) (DMS-100)	BRITE	Basic rate interface transmission extension (SESS)
DCA	Unk	BRK	Break
BDCS	Broadband digital cross-connect system	BRM	Basic remote module
BDS	Basic data service	BRM	Bell communications research practice
BDT	Billing data transmitter	BRST	Bridge signature table
BEF	Band elimination filter	BS	Backspace
BEL	Bell	BS	Banded signaling
BELLCORE	Bell communications research	BS	Bias battery (-19 1v)
BER	Bit error rate	BS	Siren control INTER/TRA local 1-26
BERT	Bit error rate test	BSA	Basic serving arrangements
BETR	Basic exchange telecommunications radio service	BSBH	Busy season busy hour
BG	Battery and ground signaling	BSC	Business service center
BG/EEE	Below ground electronic equipment enclosures	BSC/RSC	Business/residence service center
BHC	Busy hour call	BSM	Bisynchronous communications module
BHC	Busy hour calls	BSDPE	SDLC B reset
BIB	Backward indicator bit (SS7)	BSE	Basic service elements
BICU	Bus interface control unit	BSF	Bell shock force
BIFIFO	Bidirectional fifo	BSI	British standards institution
BIR	Bit receiver	BSN	Backward sequence number (SS7)
BIR	Bus interface register	BSOC	Bell systems operating company
BISDN	Broadband ISDN	BSR	Bell system practice
BISP	Business information system program	BSRF	Basic standard reference frequency
BISYNC	Binary synchronous communications	BSRFS	Bell system reference frequency standard
BIT	Bit	BST	Basic services terminal
BIT	Bit transmitter	BSTJ	Bell system technical journal
BITNET	Because-it's-time network	BT	British telecom
BITP	Bit transceiver	BTAM	Basic telecommunications access message
BIX	Building internal cross-connects	BTH	Both
BK	Back	BTL	Bell telephone laboratories
BKUP	Backup	BTN	Billing telephone number
BKUP	Requests a backup	BTSR	Bootstrapper board
BL	Bell & lights INTER/TRA local 1-26	BTU	British thermal unit
BL	Bridge lifter	BUFF	System buffers (NTI)
BL	Bridge lifters - COSMOS command	BVA	Billing validation application
BL/DS	Busy line/don't answer	BVAPP	Billing verification and authorization for payment process
BLA	Blocking acknowledgement (SS7: in ISUP)	BVC	Billing validation center
BLF	Busy line field	BVS	Basic voice service
BLFCA	Blocking a fully coded addressed international outbound call routed to a non-common channel signaling trunk	BWM	Broadcast warning message
BLK	Block		
BLKD	Blocked		



BWT	Broadcast warning txw	CBX	Computerized branch exchange
BWTS	Bandwidth test set	CC	Call count
BYF	Display the bypass file	CC	Central control
BYP	Change the contents of the bypass file	CC	Central controller
C	Counting rate	CC	Common channel (CAS-CC)
C	Current supervision	CC	Common control
C	Scan point (SP)	CC	Connection confirm
C&A	Centrifugal and absorption	CC	Country code
C-ACD	Commercial-automatic call distributor (OSPS)	CC	Country code (ISO 7498)
C-NCH	C-notch	CC	Initials of person closing report out to catlas.
C/I	Command/indicate	CC	OCC digital facility-medium speed INTER/TRA blocat 1-26
C/S UNIT	Combiner and splitter	CC1	Call control 1 (IOS)
C1	Circuit system	CCA	Change customer attributes
CA	Cable	CCA	Computer content architecture (ISO 8637/2)
CA	Cable number	CCBS	Completion of call to busy subscribers (i.253 c)
CA	Collision avoidance	CCC	Central control complex
CA	SSN access INTER/TRA blocat 1-26	CCC	Central control complex
CABS	Carrier access billing system	CCC	Clear channel capability
CAC	Calling-card authorization center	CCC	Computer control center
CAC	Carrier access code	CCD	Change due date - COSMOS command
CAC	Circuit administration center	CCDDBOV	BVA calling card (CCRD) message received indicating data base overload
CAC	Customer administration center	CCDDBUN	BVA CCRD message returned because data base unable to process
CACHE	Cache errors	CCDMSG	BVA CCRD message received garbled
CAD	Computer-aided dispatch	CCDNBLK	BVA CCRD message returned because of network blockage
CAD	Critical alarm display	CCDNCON	BVA CCRD message returned because of network congestion
CADN	Circuit administration.	CCDNRT	BVA CCRD message returned because of no routing data
CADV	Combined alternate data/voice	CCDTOUT	BVA CCRD message returned because of timeout
CAF	Circuit reset acknowledgment failure	CCDUNEQ	BVA CCRD message returned because of unequipped destination
CAFD	Comptrollers' automatic message accounting format description	CCDURPY	BVA CCRD message received with an unexpected reply
CAFD	Controllers automatic message accounting format description	CCF	Custom calling features
CAI	Address incomplete received	CCH	Connections per circuit per hour
CAI	Call assembly index	CCIR	Comite' consultatif international des radio communications
CAIS	Colocated automatic intercept system	CCIR	Consultative committee for radiocommunication (international radio)
CALRS	Centralized automatic loop reporting system	CCIS	Common channel interoffice signaling
CAM	Communication access method	CCITT	Comite' consultatif international telegraphique et telephonique
CAM	Computer aided manufacturing	CCITT	Consultative committee for internat. telephone and telegraph
CAM	Content addressable memory	CCM	Customer control management
CAM	Control administration module	CCNC	CCS network control
CAMA	Central automatic message accounting.	CCNC	Common channel network controller
CAMA	Centralized auto message accounting	CCNC	Computer/communications network center
CAMA	Centralized automatic message accounting	CCOA	Cabinet control and office alarm
CAN	Cancel	CCP	Call control part
CANC	Cancel (i.451)	CCR	Clock configuration register
CANF	Clear the cancel from	CCR	Continuity check request (SS7: in (SUP)
CANT	Clear the cancel to	CCR	Customer-controlled reconfiguration
CAP	Capacitance	CCRC	Corrupt crc (IOM2 monitor command)
CARL	Computerized administrative route layout	CCRD	Calling card (SE)
CAROT	Centralized automatic reporting on trunks	CCRS	Centrex customers ... system
CAROT	Centralized automatic reporting on trunks.	CCS	Centum Call Seconds
CAS	Cannel associated signaling	CCS	Cluster support system
CAS	Circuit associated signaling	CCS	Common channel signaling
CAS	Computerized autodial system	CCS	Custom calling services (NTI)
CAS	Craft access system (SARTS)	CCS	Hundred (C) call seconds
CAS	Customer account service	CCS	Hundred call seconds
CAS7ABM	CAS common channel signaling 7 (CCS7) abort message received	CCSA	Common control switching arrangement
CAS7ACG	CAS CCS7 ACG invoke component received	CCT	Central control terminal
CAS7GMG	CAS CCS7 received with invalid format reply	CCT	Initialize and update the contractor-transducer file
CAS7GWE	CAS CCS7 error	CCTAC	Computer communications trouble analysis center
CAS7MCG	CAS CCS7 message returned because of network congestion	CCU	Coit computer unit
CAS7NFL	CAS CCS7 message returned because of network failure	CCU	Combined channel units
CAS7RCR	CAS CCS7 reject component received	CCU	Communication control unit
CAS7SCG	CAS CCS7 message returned because of subsystem congestion	CCV	Calling card validation
CAS7SFL	CAS CCS7 message returned because of subsystem failure	CD	Call deflection (i.252 e)
CAS7TAN	CAS CCS7 message returned	CD	Collision detection (->csma/)
CAS7TOT	CAS CCS7 query which timed out before reply received	CDA	Call data accumulator
CASDBOV	CAS message received indicating data base overload	CDA	Change distribution attributes
CASDBOV	Customer account services (CAS) message received indicating data base overload	CDA	Coin detection and announcement
CASDBUN	CAS message returned	CDACS	Concentrating DACS
CASGMSG	CAS message received garbled	CDAR	Customer dialed account recording
CASNBLK	CAS message returned because of network blockage	CDC	Central distribution center
CASNCON	CAS message returned because of network congestion	DCDF	Cumulative discounted cash flow
CASNRT	CAS message returned because of no routing data	CDD	Change due date
CASTOUT	CAS message returned because of timeout	CDF	Combined distributing frame
CASUNEQ	CAS message returned because of unequipped destination	CDF	DTF coin
CASURPY	CAS message received with an unexpected reply	CDFI	Communication link digital facilities interface
CAT	Centrex access treatment	CDI	Circle digit identification
CAT	Craft access terminal	CDI	Connected line identification (i.251 C/E)
CATLAS	Centralized automatic trouble locating and analysis system	CDI	Control and data interface.
CAY	Create an assembly	CDI	Control data interface
CB	OCC audio facilities INTER/TRA blocat 1-26	CDIG	Circle digit translation (NTI)
CBA	Change back acknowledgement (SS7: in mtp)	CDM	Coax data module
CBD	Change back declaration (SS7: in mtp)	CDMA	Code division ma
CBEMA	Computer and business equipment manufacturers' assc.	CDO	Community dial office
CBERR	Correctable bit error	CDPR	Customer dial pulse receiver
CBS	Crossbar switching	CDQ1	Custom calling services discount quote

CDR	Call detail record	CKF	Continuity check failure (incoming)
CDR	Call dial rerouting	CKID	Circuit identification
CDR	Collision detect input line	CKL	Circuit location
CDR	Cut thru dip report	CKS	Clock select bit
CDRR	Call detail recording and reporting	CKT	Circuit
CDS	Circuit design system	CKT	Circuit.
CDS	Codes	CKTRY	Cuicuitry
CDS	Craft dispatch system	CL	Centrex CO line INTER/TRA blocal 1-26
CE	Collision elimination (->CSMA/)	CLASS	Centralized local area selective signaling
CE	Common equipment data (NTI)	CLASS	Custom local area signaling service
CE	Conducted emission (EME)	CLC	Common language code for an entity
CE	SSN station line INTER/TRA blocal 1-26	CLCI	Common language circuit identification
CEF	Cable entrance facility	CLCT	Network management control counts
CEI	Comparable efficient interconnection	CLDIR	Call direction
CEI	Comparably efficient interconnection	CLDN	Calling line directory number
CEN	European committee of standards	CLEI	Common language equipment identifier
CENELEC	European committee of standards (electrotechnics)	CLF	Creating dips upper bound load factor
CEP	Connection endpoint	CLFI	Common lang facilities identification
CEPT	European conference of post/telecom administrations	CLI	COSMOS processed alt reports
CES	CC error summary	CLI	Calling line ident
CEU	CCS estimated usage	CLID	Calling line identification
CEV	Control environmental vault	CLIP	Calling line identification presentation (i.251 c)
CEV	Controlled environment vault	CLIR	Calling line identification restriction (i.251 d)
CF	Coin first	CLK	Clock
CF	OCC special facility INTER/TRA blocal 1-26	CLL	Creating dips lower bound load factor
CFA	Camir failure alarms	CLLI	Common-language location identification
CFA	Change facility attributes	CLNK	Communication link
CFC	Cost function code	CLNKs	Communication links
CFCA	Communications fraud control association	CLNORM	Communication link normalization
CFD	Coinless ANI7 charge-a-call	CLR	Circuit layout record
CFGN	Configuration	CLR	Clear
CFI	Configurable interface (SIPB)	CLRC	Circuit layout record card
CFINIT	Custom calling feature table	CLS	CLCI in serial number format
CFN	Call forward number	CLS	Connectless-mode service
CFND	Call forward number don't answer	CLSD	Closed
CFNR	Call forwarding no reply (i.252 c)	CLSV	Class of service
CFP	Call forwarding busy (i.252 b)	CLT	CLCI telephone number format
CFP	Print the class of service/features for an electromechanical enti	CLT	Communications line terminal
CFR	Code of federal regulations	CLUS	Cluster data (NTI)
CFT	Craft	CM	C-message frequency weighting
CFU	Call forwarding unconditional (i.252 d)	CM	Communication module
CFU	Change facility usage	CM	Connection memory
CG	Control group number	CM	OCC video facility INTER/TRA blocal 1-26
CG	OCC telegraph facility INTER/TRA blocal 1-26	CMAC	Centralized maintenance and administration center
CG01	Carrier group in alarm - 1AESS carrier group	CMAF	Centralized maintance and administration position
CG03	Reason for above - 1AESS carrier group	CMC	Call modification completed (SS7: in ISUP)
CGA	Carrier group alarm	CMC	Cellular mobile carrier
CGA	Carrier group assignment	CMC	Cellular modile carrier
CGAP	Call gapping	CMC	Construction maintenance center
CGAP	Call gapping code controls messages.	CMD	Command
CGB	Circuit group blocking (SS7: in ISUP)	CMDF	Combined main distributing frame
CGBA	CGB acknowledgement	CMDS	Centralized message data system
CGM	Computer graphics metafile (ISO DIS 8632)	CMF	Capacity main station fill
CGN	Concentrator group number	CMP	Communication module processor
CGNC	Connector group network controller	CMP	Communications module processor
CGU	Circuit group unblocking (SS7: in ISUP)	CMP	Companion board
CGUA	CGU acknowledgement	CMP	Corrective maintenancan practices
CH	Change	CMR	Compares
CH	OCC digital facility high-speed INTER/TRA blocal 1-26	CMR	Call modification request (SS7: in ISUP)
CHAN	Channel	CMR	Cellular mobile radio
CHAPS	UNK - a known AT&T System - def. unknown	CMRJ	CMR reject (SS7: in ISUP)
CHAR	Character	CMS	Call management system
CHG LAGS	Change loop assignment	CMS	Circuit maintance system
CHK	Check	CMS	Circuit maintenance system 1C
CHR	Chronical	CMS	Circuit maintenance system
CI	Concentrator identifier trunk INTER/TRA blocal 1-26	CMS	Communications management subsystem
CI0IN	Control interface 0 interrupt	CMS	Conversational monitoring system
CI1IN	Control interface 1 interrupt	CMT	Cellular mobile telephone
CIB	Centralized intercept bureau	CMT	Combined miscellaneous trunk frame
CIC	Carrier identification codes	CMU	CCS measured usage
CIC	Circuit identification code	CMU	Coit measurement unit
CIC	Customer Information Center (AT&T)	CN	C-notch frequency weighting
CICS	Customer information control system	CN	Change notice
CID	Connection identification	CN	Changel notice
CIE	Company establish company initiated change	CN	Connection
CIF	Common intermediate format (for ISDN high end video)	CN	SSN network trunk INTER/TRA blocal 1-26
CIH	Craft interface handler	CN/A	Customer name/address
CII	Call identity index	CN02	List of pay phones with coin disposal problems - 1AESS coin
CII	Initial address message (IAM) irregularity (incoming)	CN03	phone
CIMAP	Circuit installation and maintance assistance program	CN04	Possible trouble - 1AESS coin phone
CIMAP/CC	Circuit installation and maintenance assistance/control center	CNA	Phone taken out of restored service because of possible coin
CIP	Control interface port	CNAB	fraud
CIRR	C/I receive register	CNCC	Communications network application
CIS	Crimline information systems	CNI	Customer name/address bureau
CIS	Customized intercept service	CNMS	Customer network control center
CIXR	C/I transmit register	CNS	Common network interface
CJ	OCC control facility INTER/TRA blocal 1-26	CNS	Cylink network management system
CK	Checkbits	CNT	Complimentary network service
CK	OCC overseas connecting facility wide-band INTER/TRA blocal 1-26	CNTS	Concentrating network system
		CNVT	Count
			Counts
			Converted

CO	Central office	CPMP	Carrier performance measurement plan
CO	Continuous (SARTS)	CPS	Cycles per second
CO	OCC overseas connecting facility INTER/TRA blocal 1-26	CPU	CCS capacity usage
CO UN	Central office unit code	CPU	Call pickup
COA	Change over acknowledgement (SS7 in MTE)	CPU	Call pickup group
COAM	Centralized operation	CPU	Central processing unit
COAM	Customer owned and maintained	CQM	Circuit group query (SS7: in ISUP)
COC	Circuit order control	CQR	CQM response
COCOT	Customer-owned coin-operated telephone	CR	Carriage return
COD	Code	CR	Control Record
CODCF	Central office data connecting facility	CR	Control response
CODEC	Coder/decoder	CR	OCC backup facility INTER/TRA blocal 1-26
COE	Central office entity	CRAS	Cable repair administrative system
COE	Central office equipment	CRC	Customer record center
COEES	COE engineering system	CRC	Cyclic redundancy check
COEES	Central office equipment engineering system	CRCOK	CRC ok! (C/I channel code)
COER	Central office equipment record	CRE	Create
COEST	Central office equipment signature table	CRED	Credit card calling (i.256 a)
COF	Confusion received (outgoing)	CREF	Connection refused
COFA	Change of frame alignment (DS-1)	CREG	Concentrated range extension with gain
COG	Centralized operations group	CRF	Continuity recheck failure (outgoing)
COGRDG	Central office grounding	CRFMP	Cable repair force management plan
COLP	Connected line identification presentation	CRG	Creg tag
COLR	Connected line identification restriction	CRIS	Customer records information system
COLT	Central office limit table	CROT	Centralized automatic reporting of trunks (NTI)
COLT	Central office line tester	CRR	Reset received (incoming)
COM	Common controller	CRS	Centralized results system
COM	Communication	CRSAB	Centralized repair service answering bureau
COM	Complement size	CRST	Specific carrier restricted
COM	Computer output microfilm	CRT	Cathode ray tube
COM/EXP	PCM-computer/expander	CRT	Cathode-ray tube
COMM	Communication	CRTM	Central office regular call processing timing (NTI)
COMMS	Central office maintenance management system	CS	Cable switching
COMMS-PM	Central office maintenance management system-preventive	CS	Call Store
	Maintenance	CS	Channel service INTER/TRA blocal 1-26
COMP	Computed	CS	Conducted susceptibility (EMS)
COMPNY	Company	CS	Customer class of service
COMPS	Central Office Management Program (GTE)	CSA	Carrier serving area
COMSAT	Communications satellite	CSACC	Customer service administration control center
CON	Concentrator - COSMOS command	CSAR	Centralized system for analysis and reporting
COND	Conditions	CSAR	Centralized system for analysis reporting
CONF	Conference calling (i.254 a)	CSC	Cell site controller
CONFIG	Configuration	CSD	Circuit specific data
CONN	Connect msg. (i.451)	CSDC	Circuit switched digital capability
CONN	Connector	CSDN	Circuit-switched data network (i.70)
CONN	Nailed-up connections	CSF	Critical short form
CONT	Control	CSMA/	Carrier sense multiple access
CONTAC	Central office network access	CSMCC	Complex services maintenance control center
CONUS	Continental united states	CSNET	Computer science network
COO	Change over order (SS7: in MTP)	CSO	Central services organization
COP	Call offering procedure	CSO	Cold start only (in eoc)
COPY	Data copied from one address to another - 1AESS copy	CSP	Coin sent paid
CORC	Commands and responses definition and compressing program (IOS)	CSP	Coin set paid
CORC	Customer originated recent change	CSPDN	Circuit-switched public data network
CORCS	Customer-originated recent changes	CSR	Clock shift register
CORNET	Corporate network	CSR	Customer service records
COS	Connection-mode service	CSS	Computer sub-system
COSIB	Central office platform operator service interface board	CSS	Computer subsystem
COSMIC	Common systems main interconnection frame system	CSS	Customer service system
(frame)		CSSC	Customer service system center
COSMOS	Computer system for mainframe operations	CST	Call state or current state or change state (QUASI SDL)
COT	Central office terminal	CST	Combined services terminal
COT	Central office technician	CSU	Channel service unit
COT	Central office terminal	CSUS	Centralized automatic message accounting suspension (NTI)
COT	Central office terminal (opposite to RT)	CT	Call transfer (i.252 a)
COT	Continuity (SS7: in ISUP)	CT	Control terminal
COTM	Central office overload call timing (NTI)	CT	SSN tie trunk INTER/TRA blocal 1-26
CP	Cable pair	CT01	Manually requested trace line to line information follows - 1AESS
CP	Call processing parameters (NTI)	CT02	Manually requested trace line to trunk information follows - 1AESS
CP	Communication processor (SARTS)	CT03	Intraoffice call placed to a number with CLID - 1AESS call trace
CP	Concentrator identifier signaling link INTER/TRA blocal 1-26	CT04	Interoffice call placed to a number with CLID - 1AESS call trace
CP	Control program	CT05	Call placed to number on the ci list - 1AESS call trace
CPA	Centralized/bulk power architecture	CT06	Contents of the CI list - 1AESS call trace
CPC	Cellular phone company	CT07	ACD related trace - 1AESS call trace
CPC	Circuit provision center	CTC	Central test center
CPC	Circuit provisioning center	CTC	Centralized test center (DDS)
CPC	Circuit provisioning center (special services design group)	CTC	Centralized testing center
CPCE	Common peripheral controller equipment	CTC	Complete a cable transfer or complete a cable throw
CPD	Central pulse distributor	CTD	Circuit test data
CPD	Common packet data channels	CTE	Cable throw order establishment
CPE	Customer premise equipment	CTF	Display the contactor-transducer file
CPE	Customer premises equipment	CTI	Circuit termination identification
CPG	Call progress (SS7: in ISUP)	CTL	Cable throw with line equipment assignment
CPH	Cost per hour	CTL	Central operator control
CPI	COSMOS-premise interface	CTM	Cable throw modification
CPI	Computer private branch exchange interface	CTM	Contact trunk module
CPIE	CP or AM intervention interrupt error	CTMC	Communications terminal module controller
CPM	COSMOS performance monitor	CTMS	Carrier transmission measuring system
CPM	Circuit pack module	CTO	Call transfer outside
CPM	Cost per minute	CTO	Continuity timeout (incoming)

CTP Print cable transfer frame work  
 CTR Cable throw replacement  
 CTS Cable throw summary  
 CTS Call through simulator  
 CTS Clear to send  
 CTSS Cray time sharing system  
 CTT Cartridge tape transport  
 CTT Cut through tag  
 CTTT Cartridge tape transport controller  
 CTTN Cable trunk ticket number  
 CTTU Central trunk testing unit.  
 CTU Channel test unit  
 CTW Withdraw a cable transfer or a cable throw  
 CTX Centrex group number  
 CTX Various centrix verifies  
 CU Channel unit  
 CU Channel unit  
 CU Control unit  
 CU Customer unit  
 CU/EQ Common update/equipment system  
 CU/TK Common update/trunking system

UCURIT Capital utilization criteria  
 CUG Closed user group (1,255 a)  
 CUP Common update processor  
 CUSTAT Control unit hardware status  
 CUT Circuit under test  
 CUTOVER Cutover (pre-cut) inactive state.  
 CV OCC voice grade facility INTER/TRA blocal 1-26  
 CVN Vacant national number received (outgoing)  
 CVR Compass voice response  
 CW Call waiting (1,253 a)  
 CW OCC wire pair facility INTER/TRA blocal 1-26  
 CWC City-wide centrex  
 CWD Call waiting deluxe  
 CXC Complex service order input checker  
 CXM Centrex table management  
 CXT Complex order inquiry for nac review  
 CZ OCC access facility INTER/TRA blocal 1-26  
 CorNet Corporate network protocol (ECMA and CCITT q 930/931 oriented)

*MORE IN THE NEXT ISSUE!*

## UFO Thoughts (Continued from page 32)

The relatively little known scientist Thomas Townsend Brown was certain he had the answer. As a child in the 1900's he was experimented on his own with electricity and radio. One of the many items he obtained was the newly invented Coolidge X-ray tube. He thought that a key to space flight might be found in X-rays. He put the tube on a delicate balance looking for any change in weight when the device was charged. He did notice that the device tended to move when it was charged or discharged. Subsequent experimentation showed that it was not eh X-rays that were providing the force, but the high voltages needed to charge the device. He eventually made a device he optimistically called the "gravitor", a box about 12 inches by 4 inches that when charged with about 100,000 volts was shown to lose or gain around 1% of its weight.

Later, while a student at Dennison University at Granville, Ohio, in 1924, studying electronics under Dr. Paul Alfred Biefeld, he was able to postulate the Biefeld-Brown effect as an explanation of what was happening in his Coolidge tube many years before. Although he served in the Navy and worked for many schools and corporations doing various forms of research, his gravitics was always in the back of his mind. He continued to study and experiment. Eventually, in 1953, Brown demonstrated in the laboratory a 2 foot diameter disc tethered to follow a 20 foot diameter course. The disc, when charged to 50 kilovolts at 50 watts moved at approximately 12 miles per hour. Later, he managed to construct a device 3 feet across and flew it in a 50 foot diameter course with results so impressive that they were immediately classified by the military representatives at the demonstration.

The device that Brown worked on was essentially a condenser, known in it's more common and smaller form as the capacitor. Like the coil, or inductor, provides the connection between electricity and magnetism, does the capacitor provide the connection between electricity and gravity? After all, aren't most UFO's reported in the shape of a disc? Even so, in order to provide enough power for such a device to make a working aircraft possible, the energy required would be enormous. Can a powerful enough power source be constructed that is small enough and light enough to provide the energy appetite for the gravity engine and yet still fit on the craft?

What about anti-matter? Most people know from Einstein's formula  $E=mc^2$  that matter and energy are the same and interchangeable. The first atomic bombs converted about 10% of the mass of the fissionable material into energy. Modern thermonuclear devices are slightly more efficient. But what if you could turn matter into energy at 100% efficiency? I'm sure most of us are familiar with the warp drive from Star Trek that utilizes a matter/anti-matter core to create energy. The magic of the Enterprises engines is allowed through the use of Dillithium to regulate the reaction. Could mankind build a matter/anti-matter energy source? Would it require a regulation material?

According to Bob Lazar, such a device is possible, and exists in the UFO's he claims are being studied by the Air Force at Groom Lake, Nevada. Bob states that the anti-matter reactor utilizing a heavy element that would be at number 115 on the periodic chart. The highest known element is currently only 107, although it has been theorized that the elements may become stable again around elements 113 or 114. According to Lazar, element 115 is bombarded with protons, creating element 116, which decays back to 115 releasing anti-matter. The anti-matter then reacts with matter to produce a gravity wave that is channeled out of the reactor to propel the craft. Bob claims that the reactor is 100% efficient. Whether Bob Lazars claims are true is still up for grabs, although his story is quite interesting and full of amazing details.

We have gone from simple to more complex propulsion systems. They have even become quite powerful. But it is quite obvious to propel mankind into the future, we need to come up with a more elegant and less brutish way of moving air and space craft to our destinations. There may yet be unknown elements with unknown properties, but how can we discover them with the worlds scientist being narrow minded to the point of having no interest in finding the new discoveries and putting down anyone who attempts to forward such ideas on their own. Or is it that some scientist know the truth but are keeping it all a secret to protect the sociological order of the world, fearing that mankind is not ready for such insight? Were we ready for the atomic bomb that they gave us? No, but I think we coped and adapted quite well. Mankind is always ready to take on the future and I personally find myself anxious at the possibilities.

**If you live in a country other than the United States, we're interested in ANY information you might have about the telecommunications, cable TV or other utilities in your area!**

# AMIGA SECTION

By Major Coyote

## AMIGA NEWS

### COMMODORE SOLD

As of now, Escom of Germany is the owner of Commodore. Their bid (\$12 million by the end) was accepted over that of Dell/CEI's, even though it was less. Dell's bid had a condition -- a 30 day period where they could look over what they bought and decide if they really wanted to keep it. That was unacceptable to the liquidators, so Escom's bid was accepted. Wait a minute -- Dell? Yes, apparently CEI felt they would have a better chance if they teamed up with Dell. Dell said they didn't even realize there was going to be an auction for Commodore until shortly before the event. Speculation about Dell claims they were interested in Commodore's patents on AutoConfig.

#### So what's an Escom?

Escom is Germany's number 2 computer manufacturer, and is expanding rapidly. They have recently purchased a chain of retail outlets in the UK, and already own many in Germany. They have the money, the manufacturing ability, and the marketing ability to make the Amiga a success. In a press release and in an interview with Barnard van Tienen (a former vice president of Commodore), Escom has stated the following in reference to the Amiga:

- ✓ They are looking into the PowerPC for future Amigas, although other options will be considered.
- ✓ They will be producing Amiga's with the cooperation of a Chinese manufacturer, and are promising Amiga's (A4000, A1200, A600) within 2-3 months.
- ✓ An "Amiga on a card" for the IBM is planned.
- ✓ They want to use Amiga technology for other products, like "set top" boxes.
- ✓ They want to bring back the C64, mainly for the Chinese market.
- ✓ They may make "Commodore" brand Macintosh clones.
- ✓ Escom wants to get into the american computer market, but figured "just another PC" wouldn't sell. The Amiga is basically a "new" computer that can be re-introduced to the american computer market.
- ✓ Escom will re-hire ex Commodore staff, and already employs many of them.
- ✓ They've licensed production and sales of Amiga's to a Chinese company named "Tianjin", which sells 16 bit game machines in China and holds an 80% market share (hey, if they can sell a few billion CD32's...).
- ✓ They will consider licenses for other companies to produce and sell "clone" Amiga's.
- ✓ Escom will probably buy out Commodore UK.

One wonders why Escom has been so quiet and secretive about all this. They've been in the game for at least 6 months and nobody knew much about them. I have a theory: Maybe they wanted to avoid getting people's hopes up. Maybe they wanted to avoid rumors. Maybe they wanted to avoid making or implying any kind of promises that they might not be able to keep. Commodore UK, before X-Mas last year, implied that they would have Amiga's back on the market for X-Mas. While not a promise, because they said "if" they won the bid, people took it as one. I can understand Escom wanting to avoid all of that until the deal was done. So now we have to ask the obvious question: is Escom a good thing for the Amiga? Well, if everything they say is true, they sound pretty good to me. The Amiga is very popular in Germany, at least from what I can tell. There are a lot of Aminet-FTP sites and Amiga BBS's there, as well as Amiga developers. If nothing else, at least Escom will be surrounded by Amiga supporters.

#### Wither CEI?

In a CEI FAX to dealers, they have stated that they will, Escom permitting, continue to market Amiga's and if possible license Amiga technology to develop "Amiga clones". They are committed to the Amiga and have many plans in store for us. CEI was/is a distributor of Commodore products in the US, and at the very least will continue to be so in the future.

## NEW PRODUCTS

A new version of ARExx is being worked on. It's supposed to be much faster and GUI based. Sounds like a SORELY needed upgrade of one of the most significant Amiga products ever.

There's a nifty little package called "ATAPI". This software driver lets your A600, A1200, A4000, or any Amiga with a bsc/Alfa-Data IDE controller use popular and cheap IBM CD-ROM drives. It is fully compatible with an existing IDE drive. With an optional additional IDE cable, the driver lets you connect upto four IDE drives. Also from the same people are CacheCDFS and CD32 Emulator.

**Contact:**  
Hirsch & Wolf OHG  
Mittelstr. 33  
56564 Neuwied  
Germany  
Tel.: ++49-2631-83990  
Fax.: ++49-2631-839931

NBG-USA, Inc.  
482 Holly Ave.  
St. Paul MN55102  
USA  
Tel.: ++1-612-2909447  
Fax.: ++1-612-2909449

There's a new version of Wolf Faust's excellent printing software. Highly recommended, faster printer drivers with 256 level dithering, etc.

**Contact:**  
arXon GmbH  
Assenheimer Str. 17  
D-60489 Frankfurt  
Germany  
Phone: (69) 7896891  
Fax: (69) 7896878

If you don't want to buy any hardware to run Macintosh software, there is now a totally software-only emulator: Shapeshifter 2.0. It supports 256 colours in AGA (16 in ECS), and up to 24 bit colour on the Picasso-II, EGS, and CyberGraphics cards. You don't even need an MMU, so you can run it on your A1200. Supports Amiga floppy, harddrive, serial, parallel, and SCSI ports, Amiga sound and parallel port style digitizers, Amiga clipboard. Demo version available on Aminet.

Maxon is working on a new release of Maxon C++. Maxon C++ is AT&T 3.0 Standard compatible (templates and exceptions) and includes Amiga specific C++ classes.

There is a not well known but potentially very handy card called the "GoldenGate II". This card lets your Amiga access IBM cards directly (it's not an emulator), such as serial and modem cards. Software Results Enterprises (SRE) has assumed development and support for this card.

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## Amiga History

This year of 1995 marks the tenth year for the Amiga. Yes folks, it has actually been ten years since the revolutionary Amiga first hit the scene. Since that time, the Amiga has been responsible for many industry firsts, whether the industry at large wishes to recognize them or not. This year also marks a momentous moment of change for the Amiga. Just one year ago, Commodore declared bankruptcy. In May of this year, what was left of Commodore, including the Amiga, was finally purchased by Escom. With the coming of Escom, the Amiga finally has a chance to become what it could have but did not under Commodore's inept business practices. Lets look back at some key historical events in Commodore's history, from the beginning to the end:

- ✓ 1958 Commodore Business Machines Inc. is established in Toronto, Ontario Canada, as a typewriter repair and sales company.
- ✓ 1960 By the early 1960s, Commodore is selling adding machines and a wide range of office equipment
- ✓ 1969 CBM produces one of the first hand-held calculators
- ✓ 1977 The PET is introduced as the first personal computer. It features a 6502 microprocessor and 8K RAM for less than \$1000
- ✓ 1980 The VIC 20, the first home computer, is introduced for less than \$300
- ✓ 1983 The C64, the most popular home computer ever sold, is introduced
- ✓ 1984 In search of a new personal computer technology for professionals and consumers, Commodore acquires Amiga Computer Inc.
- ✓ 1985 The Amiga 1000 is introduced (and is) the first multitasking multimedia computer with a mouse-driven color graphic user interface.
- ✓ 1987 Commodore introduces the Amiga 500, 2000 and a Bridgeboard which enables 2000 series machines to run MS-DOS compatible software.
- ✓ 1988 A2500 is introduced. 14Mhz 020 accelerator and SCSI-HD card.
- ✓ 1989 A2500/030 is introduced. 25Mhz 030 CPU.
- ✓ 1990 The next generation Amiga, the Amiga 3000 featuring Motorola's 68030, is introduced. The company unveils the CDTV player - the "first" home information/ education entertainment system able to play interactive multimedia applications on compact disc.
- ✓ 1991 Commodore's worldwide installed Amiga user base exceeds three million
- ✓ 1992 CBM introduces the Amiga 4000 in September, the revolutionary new member of the Amiga family. The A4000 is powered by a Motorola 68040 and features high-resolution graphics simultaneously displayed in up to 262,144 colors from a palette of over 16.8 million hues. Other new products introduced include the Amiga 600, the A570, AmigaVision Professional, and AmigaDOS 3.0.
- ✓ 1992 November 16: A1200 is introduced, MSRP of \$699.00.
- ✓ 1992 Commodore's worldwide installed user base exceeds four million
- ✓ 1993 March 19: A4000-030 is introduced, MSRP of \$2399.00.
- ✓ 1993 April 2: A4000T, A4091 SCSI-II card, and A1940/A1942 monitors shown at World of Commodore in New York. Prototype of MPEG card shown.
- ✓ 1993 Aug 13: CD\*32 introduced to Europe.
- ✓ 1994 Jan: CD\*32 officially announced to the USA. MPEG module shipping. C= claims 20,000 CD\*32s shipping per week.
- ✓ 1994 May: Commodore files for bankruptcy.
- ✓ 1995 May: After a long year of deliberations, Escom AG of Germany purchases Commodore's assets and promises to continue the Amiga line.

Without a doubt, Commodore played a very important role in the evolution of the home computer in late 70's and 80's. Among the first "Personal computers" to really become popular were the PET computers. From the start, Commodore made inexpensive machines. In the 80's they shattered the price barriers with the Vic 20, and then the enormously popular C64 -- the most popular single computer ever. In addition to making computers more affordable, Commodore also brought new advanced technology to low cost computers. The C64 was cheaper than most computers, yet offered impressive graphics and sound abilities. This trend continued when in 1984 Commodore acquired the Amiga company, and released the first Amiga in 1985.

The Amiga in 1985 was an incredible machine for it's day. It had both amazing hardware and an amazing operating system. It had the DOS command line like the IBM PC (though it was much more sophisticated), as well as having the newly popular GUI like the Macintosh, and went way beyond by being a true multitasking system. It had colour graphics and fancy sound abilities, an 880K 3.5" disk drive, and a two button mouse. It was revolutionary.

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## Opinion

An open letter to Escom.

The Amiga community is both excited and a little bit afraid of the future for the Amiga. We are happy that the situation has



finally been resolved, and that it appears that we will have new systems in a few months. Escom's announced flexibility in licensing Amiga technology sounds like an idea whose time has come. But we are unsure for the future of the Amiga. There is no doubt that the Amiga must move to a RISC processor to stay competitive. The PowerPC is probably the safest bet, but is it the best? Before Commodore died, their engineers were working with the HP-RISC chip, which sounded very nice as the basis for a new custom chipset. There is no doubt that the AGA chipset is insufficient for the future (or even present) as far as PC's go. AGA is well suited for "set top" boxes, embedded applications like Kiosks and other inexpensive multimedia displays, low cost game systems, etc. It may even be good for a portable Amiga (perhaps in an all CMOS version). But it falls short for desktop PC's.

So in terms of hardware, the future Amiga would be some sort of system running a RISC CPU, and using some other chipset for graphics and sound. What is left of the "Amiga" in this system? What would distinguish this system over other similar computers like the PowerMac and PowerIBM's? Well if you don't know, I'll tell you: The Amiga's Operating System. And this is the point I wish to make here. The AmigaOS "must" be ported to this new system! Otherwise it is not an Amiga, it is just a clone of other PC's (since it would be foolhardy to start with a completely new and proprietary system that has no software or hardware support at all).

This new system must be AmigaOS compatible. Otherwise it will have no advantage over the competition, and the Amiga userbase will certainly be alienated -- causing them to either hold on to their existing Amigas, or switch to a Mac or IBM.

Witness also the grass roots movement to create a "clone" of AmigaOS, which will run Amiga applications on current hardware or future RISC machines. Does Escom want to be forced to compete with their own user base (for which they just paid \$12 million for)? I don't think so. I believe Escom is smarter than Commodore was.

So I want to urge, plead, beg, whatever is necessary, to get Escom to realize the importance of AmigaOS to the future Amiga machine. What's so great about AmigaOS? Take a look:

- \* Fully pre-emptive multitasking system. The MacOS does not have this. Even Windows95 can't do it well.

- \* 100% 32 bit "Micro kernel" OS. Windows95 still has 16 bit code!

- \* Easily extended, efficient system of devices and libraries.

- \* ARexx macro language and high level interprocess communication.

- \* Very small and efficient. Runs WELL in a mere 4MB of ram.

At the moment, it is missing built in features like virtual memory, and memory protection -- but in porting it to a RISC platform, these things could be added. Neither Windows95 nor MacOS have memory protection yet. The only thing close to AmigaOS is IBM's OS/2. There is also a large body of software that could be licensed and built into/bundled with AmigaOS to very easily and greatly expand its ability (not to mention this would also make for some very happy and more loyal developers):

- \* Virtual memory. There are several VM systems. Adopt one.

- \* Networking. Commodore developed Envoy. Bundle it.

- \* TCP/IP. There is a PD package which could be included, as well as things like Mosaic, FTP, IRC and EMail frontends with GUI's. All of these could be integrated with an easy installer.

- \* Better printing. Wolf Faust's printer software is very excellent and should be standard stuff.

- \* RTG software. There are several solutions out there. Pick a good one, and integrate it into graphics library.

I could go on and on as to what could be and should added to AmigaOS to make it a truly killer Operating System. There are Amiga users which have created some fantastic environments on their Amiga's. There is a large wealth of excellent PD/Shareware software and the programmers who create it, which could be tapped. Don't be like Apple and IBM (other than successful). Be resourceful and innovative. Take advantage of the knowledge of the Amiga community! We've been begging for it for almost 10 years now, please, use us for all we're worth! Don't make the mistakes Commodore made.

The Amiga lives.



**Tired of all that late  
night BBSing,  
trying to find a  
place to advertise  
your BBS?  
ADVERTISE  
HERE!!**

**It's FREE to have a  
spotlight done on  
YOUR BBS!!**

# BBS Spotlight

We decided to devote this area to a Gerogia BBS listing in this issue since enough people asked for it. Here ya go!

404-279-0717 Norcross	RunningWild	404-920-6682 Douglasville	Hangar Deck
404-288-6174 Atlanta	X-Link	404-921-4395 Atlanta	Atlanta Xchg
404-288-6858 Atlanta	Decibel	404-921-8900 Norcross	Wizards Castle
404-292-5303 Stone Mtn.	Dining Room	404-931-3991 Atlanta	Cyber-X
404-292-8761 Atlanta	F-T-L	404-934-4515 Stone Mtn	Flagship Expr
404-294-0237 Atlanta	PC-Forum	404-938-2213 Tucker	PC-Link
404-296-5931 Atlanta	JunkYard Dog	404-941-0746 LithiaSpring	Thompson Towers
404-296-9681 Stone Mtn	Centurion	404-945-2185 Buford	MoonBeam Sys
404-336-9701 Kingston	Warrior Base	404-962-5116 Auburn	GA BBS
404-365-0641 Atlanta	CyberSpace Conn	404-964-4483 Fayetteville	SoftwareShop
404-366-1436 Forest Park	So. Crescent	404-967-6473 Flowery Br.	S/Ware Monster
404-370-0736 Decatur	Shareware So.	404-971-3768 Marietta	Disc-pak,graphx
404-381-1947 Lilburn	AESC	404-972-3458 Snellville	Milo'sMeadow
404-410-9139 Atlanta	Express Net	404-974-0460 Acworth	Club Torgy
404-414-4400 Atlanta	COM1: ATL PCUG	404-977-6686 Atlanta	PC Exchange
404-422-2899 Marietta	CallBox	404-978-0015 Grayson	Binary Zone
404-428-8522 Kennesaw	Scottish Moor	404-982-0960 Atlanta	Rock&Roll
404-435-9608 Smyrna	No Frills	404-985-4022 Grayson	PC-Connection
404-442-6748 Woodstock	MAILDROP	404-994-0612 Atlanta	ABBS
404-445-2583 Dallas	Danger Zone		
404-446-6650 Atlanta	BigPeach	706-235-7235 Rome	Pool Hall
404-447-5619 Norcross	S.L.I.M.E.	706-543-2649 Athens	S.L.I.M.E.
404-459-8487 Villa Rica	Radio Free VR	706-561-7359 Columbus	Country Store
404-461-5947 Atlanta	Cam's Wildcat	706-650-8261 Martinez	Genesis
404-466-1366 Loganville	HideOut	706-673-4436 Rocky Face	Comfy Chair!
404-466-3994 Loganville	Eagle Line	706-687-7309 Columbus	Columbus Connx
404-471-1773 Jonesboro	Peaches	706-694-3295 Cohutta	Hi-Tech Gateway
404-476-2607 Duluth	TheRightPlace	706-746-5109 Sky Valley	Sky Valley
404-482-5753 Atlanta	HomeBasedBsns	706-769-0061 Watkinsville	Route 66
404-495-9479 Duluth	Data Dimension	706-798-3864 Hephzibah	Beehive
404-498-9646 Atlanta	Chaos Inc...	706-820-9157 Lookout Mtn	Intl. Bus. Exch
404-509-7813 Marietta	Base	706-860-5070 Martinez	Public's Domain
404-516-0048 Woodstock	AtlantaWindows		
404-518-8782 Roswell	North Point	912-242-3967 Valdosta	CIRCUS ONLINE
404-521-0445 Atlanta	Undermind	912-245-0610 Valdosta	SouthernEcstasy
404-548-0726 Athens	Classic Athens	912-249-0090 Valdosta	Business Connct
404-565-4258 Marietta	DrDisk	912-249-9124 Valdosta	HOT South
404-569-9651 Columbus	PC Valley	912-249-9584 Valdosta	Powerline
404-579-1170 Marietta	Atl SpiderWeb	912-261-9114 Brunswick	MalfunctionJunc
404-587-4515 Marietta	Rainmaker	912-283-0117 Waycross	Okefenokee
404-596-8126 Columbus	LaterDaze	912-283-1535 Blackshear	SEGE
404-623-3285 Duluth	Shadow Realm	912-285-5406 WaresBoro	BudgetCompFiles
404-627-2662 Atlanta	OASis, Sysops' Bd	912-333-5975 Valdosta	Valdosta St. Col
404-641-8968 Atlanta	SemWare	912-368-8111 Hinesville	TOWER BBS
404-667-0885 Cumming	Prime Time	912-369-4350 Hinesville	PROJECT BBS
404-717-9867 Atlanta	AtlantaCOM	912-427-3310 Jesup	Starshp Entrprs
404-723-9150 Atlanta	Game Room	912-431-0836 Albany	DOS Connexion
404-730-2370 Atlanta	OPM ATLANTA	912-432-2440 Albany	SoftwareDesign
404-735-6454 Jasper	Michael's Lair	912-435-3327 Albany	Night Lights
404-740-8428 Alpharetta	DCA Connx	912-471-6833 Macon	Dixieland
404-742-8313 Winterville	Express Line	912-538-7950 Vidalia	Cornerstone
404-749-0680 Cedartown	M.P.C. BBS	912-673-6459 St. Marys	Night Shift
404-751-8650 Alpharetta	Engineered Ent	912-729-3932 Kingsland	NewsOfTheWorld
404-762-0923 East Point	PC Plus,Airline	912-786-5888 Tybee Isle	MicroLink
404-798-4006 Augusta	Jack's	912-920-1952 Savannah	ControlTower
404-859-1557 Atlanta	Micro Center	912-920-8070 Savannah	SAVANNAH
404-867-2307 Winder	Krystall Palace	912-927-7323 Savannah	Am Connx
404-879-1600 Stone Mtn	R.'s Little BBS	912-931-0361 Americus	E-Solutions
404-920-0621 Atlanta	TotalRecall		

If you operate a BBS and would like to have a "spotlight" done on it in the future, please send us a couple of pictures of your system, the name and data number of your system, YOUR name, address, voice phone number and include a small letter describing the "history" of your system. If you'd just like to have your system listed, forget the pics and the letter! We'll add ya!

**Send to:**

**Blacklisted! 411 BBS Spotlight**  
**P.O. Box 2506**  
**Cypress, Ca 90630**

# All you ever wanted to know about 5ESS

## Part II

This is a continuation from the last issue. We're just going to cut the crap and start where we left off!

### Batch Input

The Batch Input feature for the 5ESS switch allows recent changes (RC) to be entered at any date and time when the RC update would be performed. This allows RC input to be entered quickly, and for a large number of inputs. The large numbers of RC input can be released quickly in batch mode. The RC input can then be entered at any time, stored until needed, and then released for use by the system whenever needed, at any specific date and/or time. First and second level error correction is done during batch input. There are several different modes of batch input. These are:

BMI - batch mode input - TIMEREL and DEMAND  
BMD - batch mode display  
BMR - batch mode release

### BMI - Batch Mode Input - TIMEREL and DEMAND

Entering BMI (Batch Mode Input), one types "BMI" at the RC/V menu prompt. Once entering, you will be prompted with whether the input is DEMAND (demand) or TIMEREL (Time Release). DEMAND input allows one to manual have the batch update the database. TIMEREL is automatic. TIMEREL has one enter a time and date. When using DEMAND, you will be prompted for the file name. The file will be in "rclog" in the DMERT OS. In TIMEREL, you will be prompted with the CLERK-ID, which in this case is the file name for the file in the "rclog". Then for VERBOSE options, the RC SRVOR (Recent Change Service Order) is displayed on the screen.

-RC SRVOR View in the BMI TIMEREL Batch Option-

5ESS SWITCH  
RECENT CHANGE B.1  
SERVICE ORDER NUMBER VIEW

ORDNO = Service Order Number  
ITNO = Item Number  
MSGNO = Message Number  
RDATE = Release Date (Update database Date)  
RTIME = Release Time (Update database Time)

### BMD - batch mode display

BMD is a "mask" of RC/V done from the RC/V channel craft shell, by using the REPT:RCHIST or a pseudo menu system. All transactions are displayed on the ROP, though the data could also be sent to a file in the "rclog" in DMERT. The Pseudo menu system looks like:

1. Summary of clerk activity
2. Activity by service order number
3. Activity by clerk ID
4. Return to view or class menu.

1. allows one to view the "DELAYED RELEASE SUMMARY REPORT."
2. produces a "DELAYED RELEASE REPORT BY SERVICE ORDER."
3. produces the "DELAYED RELEASE REPORT BY CLERK ID."
4. Return to view or class menu, self-explanatory.

### REPT:RCHIST - BMD

The REPT:RCHIST BMD (Text) command is done from the RC/V channel craft shell. The command synopsis is:

SE2 - SE5 (Generics)

REPT:RCHIST,CLERK=[,FORMAT={SUMMARY|DETAIL}][,ALL][,PENDI  
NG][,COMPLETE][,ERROR][,DEMAND][,DEST=FILENAME][,TIME=XX  
XXXXXXXX];

SE6 - SE8 (Generics)

REPT:RCHIST,CLERK=a[,FORMAT={SUMMARY|DETAIL}][,ALL,b][,DEST={c|FILE}][,TIME=XXXXXXXX];

SUMMARY - Report selection, format by key.  
DETAIL - Report selection for Recent Change entire.  
ALL - Report all recent changes.  
PENDING - Report pending recent change input.  
COMPLETE - Report released recent changes that was successful when completed.

FILE - Name for file in /rclog

ERROR - Report recent changes released with error.

DEMAND - Report demand recent changes.

TIME=XXXXXXXXXX - XX - month, XX - day, XX - hour, XX minute, XX - Second

### BMR - batch mode release

This is the manual release (updating) of the 5ESS database. This is done from the RC/V channel craft shell. The command that is used is the EXC:RCRLS input message. There is no real need to go into this message.

### Adding RCF (Remote Call Forward) on a 5ESS

1. At the "MENU COMMANDS" commands prompt of the 5ESS main menu in the RC/V APPRC menu system of the 5ESS, enter "12" for the "BRCS FEATURE DEFINITION". Then access screen "1.11", this is the BRCS screen. When it asks you to "ENTER DATABASE OPERATION" enter "U" for Update and hit return.

NOTE: When at menu "12," you will NOT see "1.11" listed in the menu options. By just accessing menu "1" you will not be able to add features. This is a problem with the 5ESS menu system.

2. Type in the Telephone Number. You will be prompted with:

Enter Insert, Change, Validate, screen#, or Print: form operation prompt

- I - to insert a form
- C - to change a field on a form
- V - to validate the form
- A - to display the desired screen number
- P - to print the current screen
- U - to update the form

Enter "C" to change, access field 11 and row 1 (goto the /CFV wherever it may be) or add /CFR if it is not there. If it does though, leave the "A" (Active) field "N" (Yes or No). Change the P (Presentation) column to "U" (Update). Then Hit Return.

NOTE: Different Generics have other fields, one of them being a AC (Access Code) field. This field is a logical field, that mean only accepts a "Y" for yes and "N" for no. Also when adding the feature to the switch, the row and field numbers may not be shown, but will always follow this pattern. Also note that the /CFV (Call forwarding variable) feature may not be there, there maybe no features on the line. These examples are from Generic 4 (2). Here is a example of SE8 (which is not used too many places, but this is what menu 1.11 in the BRCS Feature Definition looks like:

5ESS SWITCH  
SCREEN 1 OF 2 RECENT CHANGE 1.11  
(5112,5113)BRCS FEATURE ASSIGNMENT (LINE)

Enter Insert, Change, Validate, screen#, or Print: \_

Hit Return twice to get back to "ENTER UPDATE, CHANGE, SCREEN #, OR PRINT:". Enter a "U" for update and hit Return. It will say "FORM UPDATE".

3. Next access screen 1.22, call forwarding (line parameters) or it will just come up automatically if you set the "P" to "U".

4. If you used the automatic forms presentation, it will have the telephone number already on LINE1. If not retype the telephone number you want forwarded. The bottom of the screen will say "ENTER UPDATE, CHANGE, VALIDATE OR PRINT:". type "C" for change and hit return.

5. When it says CHANGE FIELD type "9" and enter your forward to DN (Destination Number) including NPA if necessary. This will put you back to the "CHANGE FIELD" prompt. Hit return again for the "ENTER UPDATE, CHANGE, VALIDATE OR PRINT:". Hit "U" for Update form and wait for "FORM UPDATED".

6. Lastly, access screen 1.12, BRCS FEATURE ACTIVATION (LINE ASSIGNMENT). At the prompt enter a "U" for Update, and on ROW 11 Line 1 (or wherever), change the "N" in column "A" to a "Y" for Yes, and you are done.

### Adding other features

To add other features onto a line, follow the same format for adding the /CFR, but you may not need to access 1.22. Some other features are:

Feature Code:	Feature Name:
/LIDLXA	- CLID
/CFR	- Remote Call Forward
/CWC1	- Call Waiting
/CFBLO	- call forward busy line i/o
/CFDAIO	- call forward don't answer i/o
/CFV	- call forwarding variable
/CPUO	- call pick up o lused in the seq1 field!
/CPUT	- call pick up t lused in the tpredq field!
/CWC1D	- Premiere call waiting
/DRIC	- Dist. ring
/IDCT10	- Inter room ID
/IDCTX2	- 1digit SC
/IDCTX2	- Interroom ID 2
/IDCTX2	- Premiere 7/30, convenience dialing
/IDMX1	- Premiere 7/30, no cd
/IDMVP3	- Premiere 2/6, no convenience dialing
/IDMVP3	- Premiere 2/6, CD, not control sta.
/MWCH1	- Call hold
/MWCTIA2	- Call transfer 2
/TGUT	- Terminal group ID number with TG view (1.29).

#### ANI/F the whole switch

Automatic Number Identification failure (also called "dark calls") are caused by variety of different things. To understand this better, here are the technical names and causes, note this is not in stone and the causes are not the only causes for a ANI-F to occur.

ANF → Failure to receive automatic number identification (ANI) digits on incoming local access and transport area (LATA) trunk.

ANF2 → Automatic number identification (ANI) collected by an operator following a failure to receive ANI digits on an incoming centralized automatic message accounting (CAMA) trunk from the DTMF decoder.

ANI → Time-out waiting for far off-hook from Traffic Service Position System (TSPS) before sending ANI digits.

Setting up your own BLV on the 5ESS from the Craft shell RC/ Channel

Well, we have come to the fun part, how to access the No-Test trunk on the 5ESS (this is also called adding the third trunk). I will not be too specific on how to do this. You will need to figure out just how to do this. The first thing you want to do is to request a seizure of a line for interactive trunk and line testing. One must assign a test position (TP).

SET:WSPHONE,TP=a,DN=b  
SET:WSPOS,TP=a,DN=b

a = A number between 1 and 8  
b = The number you wish assigned to the test position

This will chose a number to be the test number on the switch. Now using the CONN:WSLINE one can set up a BLV.

CONN:WSLINE,TP=a,DN=b;

a = TP that you set from the SET:WSPOS  
b = The number you want to BLV

To set this up on a MLHG (can come in real useful for those peksy public packet switched networks), do a.

CONN:WSLINE,TP=a,MLHG=x;y;

x = MLHG number, y = MLHG member number

To take set things back to normal and disconnect the BLV do a:

DISC:WSPHONE,TP=z

z = TP 1 through 8

NOTE: One may need to do a ALW:CALLMON before entering the CONN commands

BIG NOTE: If you set your home telephone number as the test position, and you have only one phone line, you are stupid.

#### Other Sources

Here is a list of Manuals that you can order from the CIC (1-800-432-6600). Note that some of these manuals are well over hundreds of dollars.

Manual 234-105-110	System Maintenance Requirements and Tools
Manual 235-001-001	Documentation Guide
Manual 235-070-100	Switch Administration Guidelines
Manual 235-100-125	System Description
Manual 235-105-110	System Maintenance Requirements and Tools
Manual 235-105-200	Precutover and Cutover Procedures

Manual 235-105-210	Routine Operations and Maintenance
Manual 235-105-220	Corrective Maintenance
Manual 235-105-231	Hardware Change Procedures - Growth
Manual 235-105-24x	Generic Retrofit Procedures
Manual 235-105-250	System Recovery
Manual 235-105-250A	Craft Terminal Lockout Job Aid
Manual 235-105-331	Hardware Change Procedures - Degrowth
Manual 235-105-44x	Large Terminal Growth Procedures
Manual 235-118-200	Recent Change Procedures Menu Mode Generic Program
Manual 235-118-210	Recent Change Procedures Menu Mode
Manual 235-118-213	Menu Mode 5E4 Software Release
Manual 235-118-214	Batch Release 5E4 Software Release
Manual 235-118-215	Text Interface 5E4 Software Release
Manual 235-118-216	Recent Change Procedures
Manual 235-118-217	Recent Change Procedures Batch Release 5E5 Software Release
Manual 235-118-218	Recent Change Attribute Definitions 5E5 Software Release
Manual 235-118-21x	Recent Change Procedures - Menu Mode
Manual 235-118-224	Recent Change Procedures 5E6 Software Release
Manual 235-118-225	Recent Change Reference 5E6 Software Release
Manual 235-118-240	Recent Change Procedures
Manual 235-118-241	Recent Change Reference
Manual 235-118-242	Recent Change Procedures 5E8 Software Release
Manual 235-118-24x	Recent Change Procedures
Manual 235-118-311	Using RMAS 5E4 Software Release
Manual 235-118-400	Office Records and Database Query 5E4 Software Release
Manual 235-190-101	Business and Residence Modular Features **
Manual 235-190-105	ISDN Features and Applications
Manual 235-190-115	Local and Toll System Features
Manual 235-190-120	Common Channel Signaling Service Features
Manual 235-190-130	Local Area Services Features
Manual 235-190-300	Billing Features
Manual 235-600-103	Translations Data
Manual 235-600-30x	ECD/SG Data Base
Manual 235-600-400	Audits
Manual 235-600-500	Assert Manual
Manual 235-600-601	Processor Recovery Messages
Manual 235-700-300	Peripheral Diagnostic Language
Manual 235-900-101	Technical Specification and System Description
Manual 235-900-103	Technical Specification
Manual 235-900-104	Product Specification
Manual 235-900-10x	Product Specification
Manual 235-900-301	ISDN Basic Rate Interface Specification
Manual 250-505-100	OSP5 Description and Procedures
Manual 363-200-101	DCLU Integrated SLC Carrier System
Manual TG-5	Translation Guide

Practice 254-341-100 File System Software Subsystem Description 3B20D Computer  
Practice 254-301-110 Input-Output Processor Peripheral Controllers Description and Theory of Operation AT\$T 3B20D Model 1 Computer None.  
Practice 254-341-220 3B20 System Diagnostic Software Subsystem Description 3B20D Processor

CIC Select Code 303-001 Craft Interface User's Guide  
CIC Select Code 303-002 Diagnostics User's Guide  
CIC Select Code 303-006 AT\$T AM UNIX RTR Operating System, System Audits Guide

IM-5D000-01 Input Manual  
OM-5d000-01 Output Manual

OPA-5P670-01 The Administrator User Guide  
OPA-5P672-01 The Operator User Guide  
OPA-5P674-01 The RMAS Generic - Provided User Masks

#### Trademarks

5ESS - Registered trademark of AT\$T.  
CLCI - Trademark of Bell Communications Research, Inc.  
CLLI - Trademark of Bell Communications Research, Inc.  
ESS - Trademark of AT\$T.  
SLC - Registered trademark of AT\$T.  
UNIX - Registered trademark of AT\$T.  
DMERT - Registered trademark of AT\$T.  
SCCS - Registered trademark of AT\$T  
DMS - Registered trademark of Northern Telecom  
DEC - Registered trademark of Digital Equipment Corporation.  
VT100 - Trademark of Digital Equipment Corporation.

#### Acronyms and Abbreviations

ADTS - Automatic Data Test System  
ALIT - Automatic Line Insulation Testing  
AMA - Automatic Message Accounting  
AP - Attached Processor (1AESS 3B20)  
ATICS - Automated Toll Integrity Checking System

BLV - Busy Line Verification  
 BMD - Batch Mode Display  
 BMI - Batch Mode Input - TIMEREL and DEMAND  
 BMR - Batch Mode Release  
 BRCS - Business Residence Custom Service  
 CAMA - Centralized Automatic Message Accounting  
 CIC - Customer Information Center (AT&T)  
 DAMT - Direct Access Mechanize Testing  
 DLTU - Digital Line Trunk Unit  
 DMERT - Duplex Multiple Environment Real Time  
 DSU - Digital Service Unit  
 DTAC - Digital Test Access Connector  
 GRASP - Generic Access Package  
 IOP - Input/Output Processor  
 IPS - Integrated Provisioning System  
 ISDN - Integrated Services Digital Network  
 ITNO - Item Number  
 LMOS - Loop Maintenance Operations System  
 LU - Line Unit  
 MCC - Master Control Center  
 MLT-2 - Mechanized Loop Testing - The Second Generation of Equipment  
 MML - Man Machine Language  
 MSGNO - Message Number  
 MSGS - Message Switch  
 NCT - Network Control and Timing  
 ODD - Office Dependent Data  
 OE - Office Equipment  
 ONI - Operator Number Identification

ORDNO - Service Order Number  
 OSPS - Operator Service Position System  
 OSS - Operations Support System  
 POVT - Provisioning On-site Verification Testing  
 RC - Recent Change  
 RCV - Recent Change and Verify  
 RDATE - Release Date (Update Database Date)  
 RMAS - Remote Memory Administration  
 RTIME - Release Time (Update Database Time)  
 RTS - Remote Test Unit  
 SARTS - Switched Access Remote Test System  
 SCCS - Switching Control Center System  
 SLC - Subcircuit Loop Carrier  
 SM - Switching Module  
 SMAS - Switched Maintenance Access System  
 SMPU - Switch Module Processor Unit  
 SONET - Synchronous Optical Network  
 SPC - Stored Program Control  
 STLWS - Supplementary Trunk and Line Work Station  
 TFTP - Television Facility Test Position  
 TIMEREL - Time Release  
 TIRKS - Trunk Integrated Record Keeping System  
 TMS - Time Multiplexed Switch  
 TRCO - Trouble Reporting Control Office  
 TSI - Time Slot Interchangers  
 TSIU - Time Slot Interchange Unit  
 TU - Trunk Unit  
 VFY - Verify

This is all end of the section on 5ESS. There's a LOT more information regarding this switch, so keep on sending us that information so we can print it! If you send it in, we'll print it. We've said it a million times, people! Send in those articles! You know what we like to print, so mail us, fax us, call us or yell for us! As long as you keep sending in those cool articles.

This is the very article that raised so many eyebrows and was the fuel to feed the fire bombing on us throughout the alt.zine/alt.2600 feeds, etc. From what everyone says, this very article was in an issue of 2600, an issue of HackTic and an issue of Phrack. We cannot verify this, but we are mentioning this as a courtesy to all of those who are pissed off at us. This article was submitted by a person who claimed to have been the author of this and requested that he remain anonymous for whatever reasons. We honored that request and did not make any mention of his name. We will continue to honor such requests, however, we WILL do a better job of researching origins of material and do our very best to make any mention of previous printing in other magazines. Again, we're sorry if we stepped on some toes with this one. Happy hacking, everyone.

*So, you've been thinking about writing us  
 a letter or article, huh?  
 JUST DO IT!*

**This month's CoDeD mEssaGe!**

Can you decipher it?

%\*#%@\*#\$\$\$\*&#@\*%\$\$\$&\$%@\$\*&%\*%\*  
 %#@#%\*#\$\$\$\*&#@\*%\$\$\$&%&@\$@\*%&  
 %\*#\$\$\$\*&#@\*%\$\$\$&%&\$#@\*@#%&%\*

**Blacklisted! 411 Letters**  
**P.O. Box 2506**  
**Cypress, Ca 90630**

**DID YOU MOVE? ARE YOU  
 THINKING OF MOVING?**

*Let us know several weeks in advance.*

# Game Tips o' The Month!

**JOHN MADDEN FOOTBALL** Close up Trick - When the title screen shows, hold down and any button and then press START several times to get past the screens. Once you do this, the screen will go blank for a couple of seconds and then you will get a closeup of the fans. Just let go of the button to start the game.

• **LEMMINGS** Passwords - Passwords to help ya out. •

FUN TRICKY TAXING MAYHEM  
level 1 MEDNOTOZ ERHTAGG KIKERANQ ADEMOWO  
level 2 TUHUSUK EZATTTRY UOKUTET TESRAP  
level 3 ABNEGET ADONATT IEMOZH UKAYHUO  
level 4 EMATNIN ADNEHA IHGOMK YEAGNAK  
level 5 UKAYHAD TAHUKAS AHURAMU ATISAARD  
level 6 ORENGISE TESONYA KORNAER OTOKONH  
level 7 DONOJIA TPOWTUO UOZUOSR QYKIISO  
level 8 YXHOYG PNESTIA ODNASAN ITARENE  
level 9 NALALUPR FURAMEA IMHORSAN ONLAUO  
level 10 DEVVEDA GIKUCNO MHSWUL YESSYDOW  
level 11 MASAOMA ZIBRISO HCINGU TFE BLAI  
level 12 YNOKIIS MOAHKIC SIMONON OKAKA  
level 13 OHAGMAR MMIGIIO EIASERU HPMUIR  
level 14 OTOMNNA KKAKCANT KETTAKO NJURIETI  
level 15 OKRAKAWEK ARGRETC TTESAKO SOPNISO  
level 16 SAVOTIAN ENHCAP TTEMAKU NHAHO  
level 17 ERANAHU OTNAPAH SAMIETT ONONOM

**BE ALL THAT YOU CAN BE**

**HACK  
THE  
WORLD**

**PAPERBOY 2** Start on Higher Level - To start the game on the "HARD WAY" go to the route option on the player select screen and enter the code: 6479 by pressing right on the control pad.

**SMASH TV** Life and Continue Increase - Go to the player skill selection screen and push the control pad down to the level of skill. Now, press and hold the L button. While holding the L button, press and hold the R button. With these held down, press UP on the control pad. You will hear "BINGO" and a screen should appear that will let you increase your lives and credits to continue.

**Super Sound Test** - First go to the player skill select screen and then press the two top buttons on the controller in this order: L, R. You will hear the voice say, "BINGO" and then you will be brought to the theme music section and sound select screen.

**SUPER R-TYPE** Weapon Select and Full Power Up - Begin this trick at the title screen by pressing DOWN, R, RIGHT, DOWN, RIGHT, RIGHT, DOWN, RIGHT, DOWN, DOWN. You will hear a noise like the start chime then press START to begin the game. After the game has started, push it, and hit R, RIGHT, DOWN, Y, DOWN, RIGHT, DOWN, LEFT, RIGHT, DOWN, RIGHT, RIGHT, and then press the buttons for the laser, FAST, AND THEN, missile. After you have done this, you pause and take out the enemy!

**Level Select** - Hold down the R button on the top of the control and press UP on the pad nine times. You will hear a tone that indicates that the level select has been activated. Now press START and the pause the game. Hold the 'R' button down while at the same time depressing the L button. While holding both buttons down, press SELECT. In the lower left hand corner of the screen you will see a set of numbers indicating on what level play you begin. Simply press UP or DOWN on the control pad to select from any game level.

**Just DO IT!**

**WANTED:**

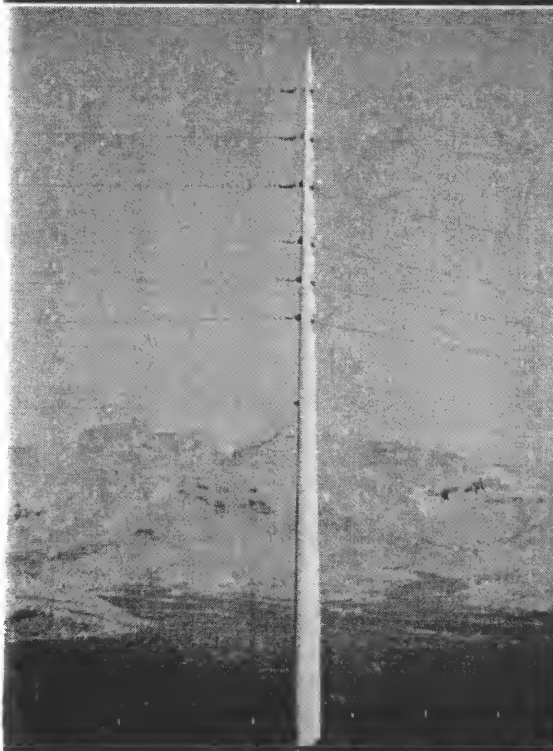
*Articles for our magazine!*

*Got an article you'd like to see in our magazine?*

**SEND IT IN NOW!**

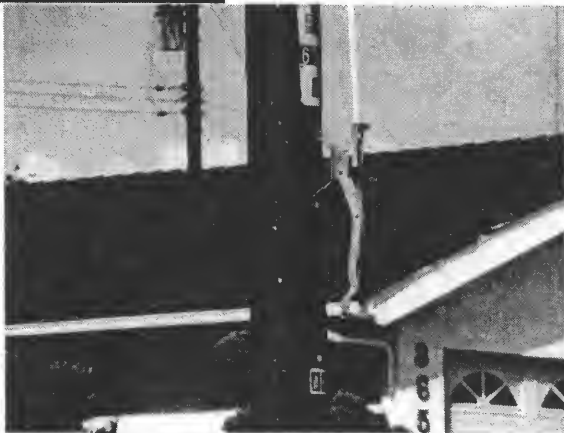


## *The Waaaay kOOL Blacklisted! 411 Photo Gallery!*



**The Tower - by The Gauntlet** Welp, here's the tower of power.. There's nothing too exciting to say about this sucker, but from the looks of it and it's surrounding, we'd say that it was taken somewhere along the way to Nevada. Can anyone say, "Las Vegas?" We thought so!! Anyhow, it's just a picture of some high-voltage power lines...the thing does look kind of cool, sorta. Speaking of Las Vegas, that reminds me of the upcoming DEFCON III convention to be held at the Tropicana Hotel in Vegas August 4th through the 6th. Dark Tangent, the originator/owner of the whole "DEFCON" convention can be contacted on his voice mail at 0-700-826-4368, through internet email at dtangent@defcon.org, snail mail at 2709 E. Madison #102, Seattle, WA 98112...The address for the Tropicana Hotel is 3801 Las Vegas Boulevard South, Las Vegas, Nevada, 89109. They can be contacted at (800)468-9494. If you need to know rates or wish to make reservations, give them a call. If you're an old timer hacking expert or a total newbie hacker, you need to attend this convention!! Be sure to take extensive notes while you're there so we can hear all of your comments when it's all over with. We hope you can make it and have a good time!! Next.

**"The Lever" by Shoe\$tring** What we have here is pretty interesting. In the background we see a house, obviously (well, maybe not so obvious, if you happened to get a copy that somehow managed to get puked on by the printer) In the foreground of the picture, nearest our viewpoint, you will see a utility pole. On this pole what looks like a large "lever" is attached to it. Well this is a level, actually. It's connected to a mechanism at the top of the utility pole, via a long length of solid metal or plastic tubing. From what we can tell, it looks as if this "lever" is used in some fashion as a power main of sorts. Switch the lever in the right way and cut off power to a grid? Cool. We're not sure, but it looks like that's what it is..



### **Wanted: Photographs!**

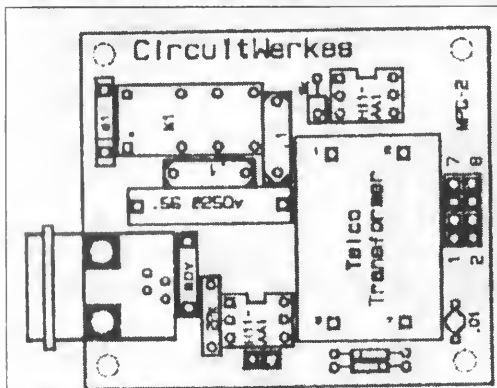
If you have a photo of a payphone, local telephone company vehicle or building, local cable company vehicle or building, or some other interesting item, please send them to us along with a short "memo" explaining what it is that we're looking at! If you send a photo that we end up using in our magazine, we'll mention your name along with the photo.

**Send to:**

**Blacklisted! 411 Photo Gallery**  
**P.O. Box 2506, Cypress, Ca 90630**

# Hardware Review

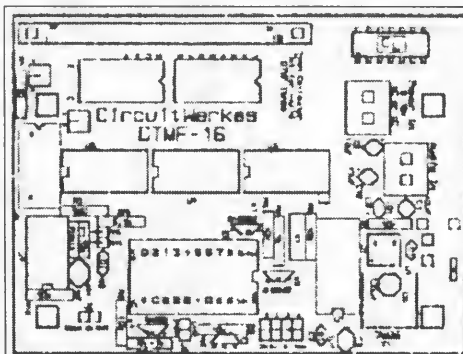
## Telephone Interface - Circuit Werkes



Ok, so you have a new project for the telephone and you need some way to detect rings...detect line current, etc.. Well, this is what you need, people. This interface provides ring detect, line current detect, and a bidirectional audio path with automatic signal limiting. Includes pass through type approval for connecting your project to the phone lines. It's absolutely perfect for those of you who need some quick way to get around the ring detect. That alone pays for itself. Speaking of pay, this unit will cost you \$29.95...ok, \$30 might seem a bit costly, but if you've ever worked on stuff like this, the \$30 is worth it, considering you won't have the hassle of worrying about a RING DETECT. Call CircuitWerkes at (904)331-5999 or fax them at (904)331-6999.

## DTMF Decoder - Circuit Werkes

This little puppy is a pretty cool tool to have laying around when you're in the mood to dig into some new telecommunications project or you're listening to some people on the Amateur radio making a few autopatch calls...Wanna know what number they're dialing? Well, hook this little circuit up and VOILA! Instant information. It will decode all 16 standard DTMF tones (0-9, #, \*, A-D). It works off of every output source we had available: we played some prerecorded tones into it, we pumped "live" manual dials into it, off the air, etc. It worked like a charm - no screw ups, etc. It's really amazing how these devices work. So simple and so very very useful. I'm glad we have a few of these devices handy! It's available from CircuitWerkes for \$79.95 (prebuilt unit) or \$49.95 (complete KIT) Same number!



## Want to have your hardware REVIEWED?

That's what we thought! It's simple. Send us a sample of your product with a brief description and/or operating instructions along with any other comments and see your product reviewed in an upcoming issue! It'll cost you nothing and you'll have about 30,000 people all over the world looking at your product! So, take the plunge! Send in a product for review!! It's FREE advertising.

**So, you want to subscribe....but you think it's TOO MUCH!?**  
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**Just when you thought it was safe to read *Blacklisted! 411***  
**Behold! Your copy of *Blacklisted! 411* is MISSING!**  
**Who TOOK it?!**

**PRO-39 Mod!** We found this mod floating around on the internet. Article: 1354 of rec.radio.scanner. The article was also printed in Monitoring Times, January 1993. They may be reached @ 1-800-438-8155.

The PRO-39 handheld scanner from Realistic (R) is a fine performer, but its 800 MHz range is interrupted by the factory censoring of cellular frequency coverage. Here's the "fix" for it. Remember, however, that it is unlawful to listen to cellular phone calls. (haha)

(NOTE: These procedures may void your warranty. Do not attempt them unless you are familiar with small component soldering.)

**TOOLS NEEDED:** Fine-tipped soldering iron, desoldering wick, small Philips screwdriver, long-nosed pliers, rosin-core solder.

(1) [Turn off your radio. Removing the batteries when the radio is ON can erase the memory! -jqf] Remove the battery door, holder and [battery pack] from the bottom of the radio.

(2) Remove the four screws from the back of the scanner and carefully lift the back off.

(3) Unplug the two wiring harnesses at their connectors and remove the six bright colored screws [that hold] the circuit board in place. Unsolder the ground wire from the lower right corner of the circuit board. Unsolder the two wire connections from the BNC antenna connector at the board. Carefully lift the board (grasping it near the Molex connector) and set it aside.

(4) Remove the two bright colored screws from the next circuit board. Carefully unplug the two-wire connector. Unsolder and lift the rectangular metal shield exposing the diodes.

(5) Carefully unsolder and remove diode D6 only; this will restore the missing cellular frequencies which can be searched in appropriate 30 kHz steps.

This completes the cellular restoration. Reverse all procedures to reassemble the radio and test it by entering any frequency between 869-894 MHz. Curious about the other diodes? D4 would enable 68-88 MHz coverage, but deletes 30-54 MHz; D5 (present) allows 800 MHz band operation; and D7 would make cellular spacing 12.5 kHz (incorrect).

## You and Your Complex Interface Adapter

The most misunderstood and most maligned component in the Amiga has got to be the 8520 Complex Interface Adapter (CIA). It has been blamed for everything including world hunger at one point or another. A discussion of what a CIA does and more importantly what it does NOT do is in order.

There are two CIA's in every Amiga system. They are designated CIAA and CIAB. These 8520 IC's (Integrated Circuits) are general purpose Input/Output controllers that are used in other microcomputer systems as well. In the Amiga, they handle keyboard, serial, parallel and other I/O functions like portion of joystick data. The table below details the pin-outs for each of these IC's and their corresponding function (Pin #, Signal name, Amiga function).

### CIAA (U7 on A500/U300 on B2000)

Pin#	Signal	Amiga Function
2	PA0	MEM Overlay Bit
3	PA1	LED Light DIM
4	PA2	Disk Change
5	PA3	Write Protect
6	PA4	Disk Track 00
7	PA5	Disk Ready
8	PA6	Game Port 0 Fire (3)
9	PA7	Game Port 1 Fire (3)
10	PB0	Data 0
11	PB1	Data 1
12	PB2	Data 2
13	PB3	Data 3
14	PB4	Data 4
15	PB5	Data 5
16	PB6	Data 6
17	PB7	Data 7
18	_PC	Strobe (clock)
24	_F	Ack Control
26-33	D0-D7	Input Data
34	_Reset	Reset Line
35-38	RS0-RS3	Register Storage
39	SP	Keyboard Data
40	CNT	Keyboard Clock

### CIAB(U8 on A500/U301 on B2000)

Pin#	Signal	Amiga Function
2	PA0	Centronics Busy (1)
3	PA1	Paper Out (1)
4	PA2	Centronics SEL (1)
5	PA3	RS232C DSR (2)
6	PA4	RS232C CTS (2)
7	PA5	RS232C CD (2)
8	PA6	RS232C RTS (2)
9	PA7	RS232C DTR (2)
10	PB0	Disk Step
11	PB1	Disk DIR
12	PB2	Disk Side Select
13	PB3	Select 1st Drive
14	PB4	Select 2nd Drive
15	PB5	Select 3rd Drive
16	PB6	Select 4th Drive
17	PB7	Motor Control
18	_PC	Not Used
24	_F	Disk Index
26-33	D0-D7	Input Data
34	_Reset	Reset Line
35-38	RS0-RS3	Register Storage
39	SP	Tied to Busy (1)
40	CNT	Tied to Paper out (1)

### Legend for Pinout Chart:

- (1) Centronics compatible parallel port (printer etc.)
- (2) RS232C compatible serial port (Modem etc.)
- (3) This can either be a joystick fire button, a mouse left button or a light pen beam trigger.

The main purpose of this chart is to show you exactly what is connected to these devices and more importantly what is not! For example, take the case of a joystick that does not respond to up and down movements or a problem with a mouse that seems to have a mind of it's own. Neither of these problems could have anything to do with our friendly 8520's. Many people have stated that the best way to troubleshoot a problem with an 8520 is to exchange them and see if the problem corrects itself for moves to another area of the system. If you look at the CIAA and CIAB carefully, you will notice that many I/O functions are split between them. For instance, the parallel port gets its data from the CIAA, but is controlled via the CIAB.

The most common failure of an 8520 is due to ignoring the first rule of computing: NEVER PLUG OR UNPLUG ANYTHING INTO YOUR AMIGA WITH THE POWER ON! Many ports that are handled via the 8520 are directly connected to the IC. When you pull off a mouse cable or a serial cable that has that nice metal shield around it, you are asking for trouble. Just in case you decide not to heed this warning, here are the part numbers!:

8520 Commodore part #: 318029-02 These can be obtained from Commodore directly or by any number of mail-order dealers.

## The Phone Tap!

### They're Listening.....to YOU!

It's late one night and you're talking to your best counterpart you recently met on some BBS - trying to pull another all-nighter. Anyhow, as you're talking about the latest in sex toys or new hacking techniques, you notice a click or two. "Hello?" "Yeah, I'm here..." "What was that?" "I dunno...thought it was you.." "No, it wasn't me... maybe someone's listening.." <-haha> You both laugh it off and jokingly mention someone listening in on your convo. The funniest part about this is the fact that it is completely possible that someone "IS" listening to you...whether it be just for the hell of it or for testing purposes of some type,



or some dork phone man accidentally tied into YOUR line while messing around in a nearby jbox down the street. Whatever the reason, it's possible for someone..like me, like you, like your neighbor, to listen in on your conversations without your knowledge. Pretty freaky, huh? Not really. Our land lines are so incredibly unsecure, it's plain downright sickening to think about! All it requires is a very very minimal knowledge of how phone lines work (wow, those two wires go to THAT house.. duh), a phone (beige box or testset, etc.) and the will to eavesdrop on someone. Heck, if you live in an apartment building with quite a few tenants, it would be a good idea to check out your phone wiring every so often just to make sure nobody is "tapped" into your line out at the nearest jumper box. The phone companies like to refer to this phenomenon as a "hot drop" which is, essentially, a "tap" into your line. It's very illegal to do such a thing, but it's hard to prove and prosecute, so chew on that one for awhile. We suggest that you never, ever use a cordless phone because it's the least secure of ALL telecommunication methods available. You might as well YELL across a crowded room, rather than waste the money making a phone call on a cordless phone. Anyhow, the whole point to this small article is to make readers aware that their words over phone lines are not secure and may be monitored at any time. So, if you ever hear a click on the line or the volume of the audio seems a little lower than normal, think for a second - SOMEONE COULD BE LISTENING TO YOU other than the called or calling party. It's a scary world out there, people!

**Was it your best friend? Your Teacher? Your MOM? Possibly.....  
Was it a co-worker or your boss? Maybe your "Significant Other?" Who knows!**

**Trust NO ONE!**

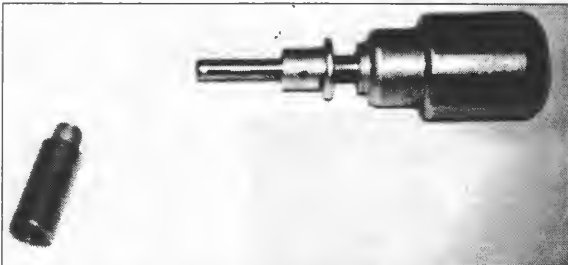
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***Blacklisted! 411***

**This message was brought to you by the Blacklisted! 411 Preservation Society!**

## Cable Television News

In this issue, we're going to talk about the termination tool and what it does. First, terminators are those annoying little things attached to the cable connections inside your cable box outside. This makes it really

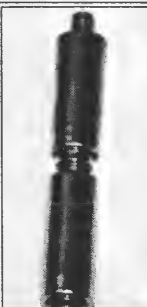


hard to hook up your cable. Heh.. The picture located to the left has an example of a basic termination tool and the actual terminator that is used to cap off unused cable ports near the subscribers home. The tool is very simple to use. The thin end of the tool is slipped into the opening of the terminator. Along the inside surface of the terminator are two small slots. These slots are matched up to the tool. Inside the shaft of the tool, there

are two metal protrusions which are retracted by the slider, located just below the handle of the tool... Pull the slider towards the handle and the metal protrusions will retract, allowing the shaft to be inserting into the terminator. The inside of the terminator and the outside are loose fitting, on purpose. You can turn the outside of the terminator by hand (without the tool) and the inner portion will not turn, making it nearly impossible to remove it. Insertion of the terminator tool, allows one to turn the inner portion of the terminator, thus being able to remove it. There are at least 3 versions of this tool, with the only difference being the physical diameter of the shaft. This is effective enough to keep most people from hooking up their cable and making it look nice... People resort to splicing cable, etc...which is a dead give away when the cable guys happen to be working in the box right outside!! The tool shown above is the one used by Paragon Cable in the Orange County area. If you have any sources for such tools, please contact us about it. Information is the key.



The tool pictured to the left is of a "star key" tool. It's another tool used by some of the cable companies. It's much like those little keys used on car rims to keep people from making off with your brand new tires.. Anyhow, the key is simple. It has a special pattern on the tip of it and it fits into a special "screw" that's used on cable connector box, in the place of padlocks. The pattern on the tip does, somewhat, resemble a star - perhaps, that's why "star key tool"...?



What you see pictured to the left are two Channel 21 "Disney" filters. They're simply notch filters, tuned to channel 21 on the paragon cable band. Normally, (without filter) channel 21 comes through with a "beeping" sound and a snowy picture...so, you cannot see it, nor hear it. This is reversed from the normal trap system. Usually, you cannot see/hear a channel unless the filter is removed. Anyhow, addition of one of the pictured filters restores The Disney Channel. It removes added noise.

## Back Issues!

We still have a supply of first and second quarter 1995 issues available for purchase. They're \$5 each (\$6 Canada - \$9 Foreign) and they will be sent to you first class postage within 1 week of receipt of back issue order, while supplies last.

[ ] Volume 2, Issue 1 - First Quarter - January 1995. Quantity: \_\_\_\_\_

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Please photocopy this page, fill out this Back Issue portion, indicating which issues you want and the quantity you desire. Enclose with payment (check, money order, (ahem) cash or Credit Card Information - photocopy and fill out information of next page as well.) Mail to:

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Note: We do NOT have any first volume issues available at this time.

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**Blacklisted! 411**





*"I don't know, Bob....It looks like a payphone to me!"*

## WARNING NEIGHBORHOOD WATCH

If I don't call the sheriff, my neighbor will! If I don't nose around in your business, my neighbor will! If I don't complain, my neighbor will! If I don't piss you off, my neighbor will! If I don't let my dog take a dump on your lawn and then not pick it up, my neighbor will! (no, he won't pick it up!) If I don't turn your power off, my neighbor will! If I don't come over and ask to borrow something, my neighbor will! If I don't annoy you, my neighbor will! If I don't keep you up late at night because of my dog, my neighbor will! If I don't mess around with your wife (or husband), my neighbor will! If I don't throw rocks at your kids when they walk by, my neighbor will! If I don't come up with some new and exciting way to get on that last nerve of yours and make your day miserable, my neighbor will! We assure you, we are ALL watching you - even now, as you read this!



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## Blacklisted! 411 Magazine

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Cypress, Ca 90630

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